



GAMEDOCK

The GameDock guide

Everything you can do with GameDock,
GameDock Companion and GameDock Helper,
step by step.

8 October 2026

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PART 1

Getting started

From a new account to a library full of your games, in the order you will do it.

How GameDock fits together

The three parts of GameDock, what each one does, and which of them you need.

GameDock gathers every game you own (on Steam, PlayStation, Xbox, GOG, Epic Games, on disc and on your own Linux machine) into one private library. It is made of three parts. You always use the first, you need the second to connect any store, and the third is optional.

The hub

The hub is the website you are reading this on. It is where your library, achievements, wishlist and purchases live, and where you change settings. Everything in it belongs to your account alone.

The screenshot shows the GameDock dashboard with a dark theme. On the left is a sidebar with navigation links: Dashboard, Library, Achievements, Wishlist, Purchases, Owned, Series, Lists, Feed, Settings, Device, Account, Events, Docs, and Community. The main content area has a header with '519 games. 12 sources. One library.' and a 'Sync everything' button. Below this is a table with four columns: PLAYED (796h 15m, Since 10 Oct 2014), ACHIEVEMENTS (638, Of 22,985 unlockable), LIBRARY VALUE (\$7,267.96, 214 games, 214 DLC priced), and WANT TO PLAY (431, Not started yet). The dashboard is divided into four sections: 01 - CONTINUE (Pick up where you left off), 02 - PLAY NEXT (What to play next, and why), 03 - WORTH BUYING NOW (51 on sale, none under target yet), and 04 - THIS WEEK (0m this week). Each section displays game covers and titles like Pure Pool, The Witcher 3, BioShock Remastered, Alan Wake II, Oddworld: Abe's O..., Grand Theft Auto: Vice City, Grand Theft Auto: San Andreas, and Oddworld: Abe's E....

The dashboard, the first page you see after signing in

A new account starts empty. Nothing appears until you connect a store and run a sync, which the next few pages walk you through.

GameDock Companion, the browser extension

GameDock Companion is an extension for Google Chrome. It is how GameDock connects to your store accounts: it reads your games, achievements, purchases and wishlist from the stores you are already signed in to in your browser, and passes that information to the hub.



The Companion's popup, opened from Chrome's toolbar

NOTE

Your store passwords and sign-in cookies never leave your browser. The hub only ever receives the library, receipt and wishlist data the Companion syncs.

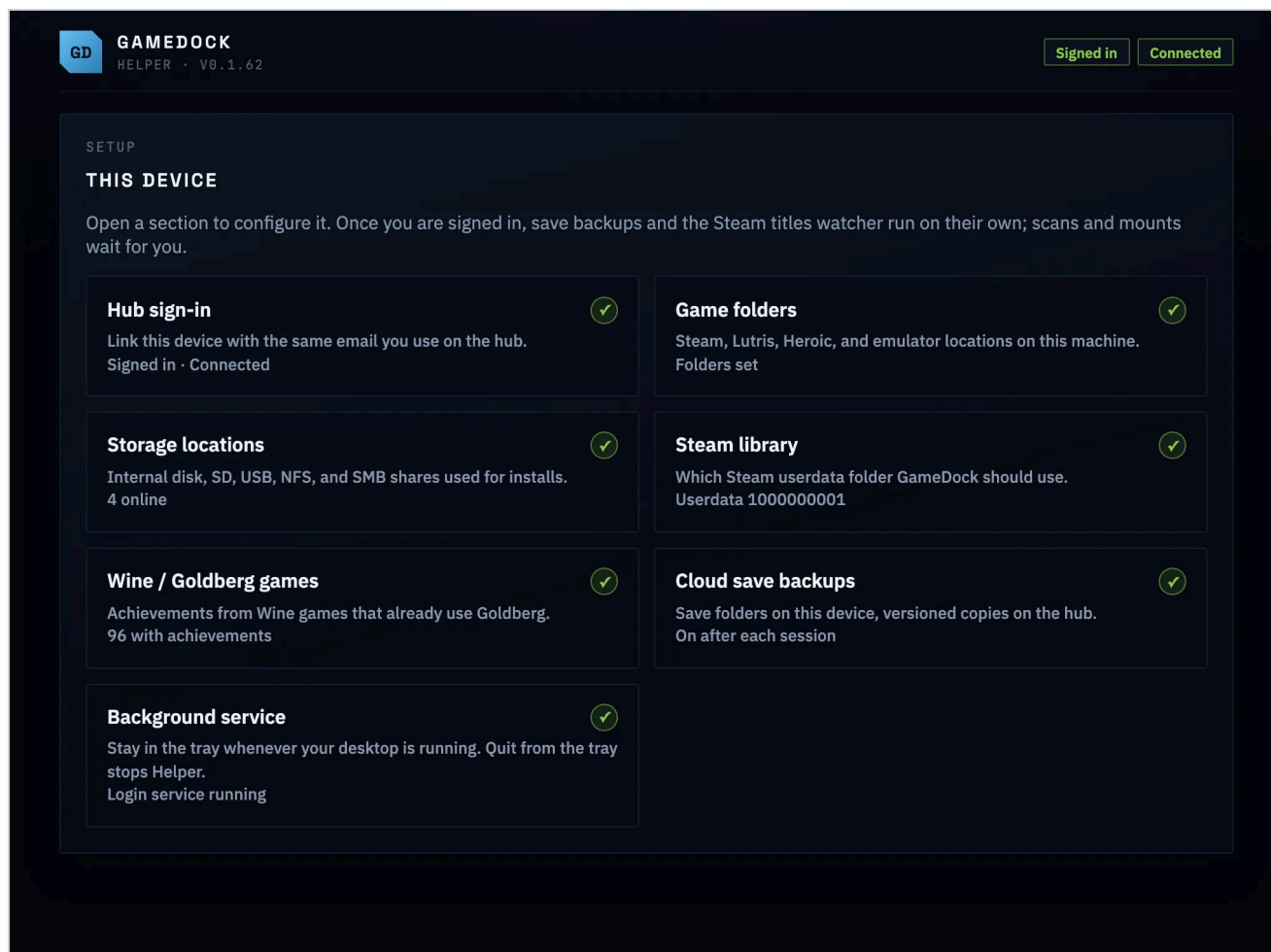
You need the Companion to connect any store. See [Install GameDock Companion](#).

GameDock Helper, for a Linux PC or handheld

GameDock Helper is an optional app for a Linux computer: a desktop, a laptop, or a handheld such as a Steam Deck. It adds what only that machine can know:

- which games are installed, and on which drive
- games you play through Lutris, Heroic or an emulator
- achievements for standalone PC games, installed outside a store launcher
- backups of your save files

It also lets the hub act on that machine: install a Steam game on it, move games between drives, and keep its Steam collections and game names tidy.



GameDock Helper on a Linux machine

If you only play on consoles, or on a Windows PC, you do not need the Helper.

What you need for what

TO...	HUB	COMPANION	HELPER
See your Steam, PlayStation, Xbox, GOG and Epic games	Yes	Yes	—
Track achievements and trophies	Yes	Yes	For standalone PC games, or a private Steam profile
Watch wishlist prices and get sale alerts	Yes	Yes	—
See what you paid for your games	Yes	Yes	—
Keep track of games on disc	Yes	—	—
Include Lutris, Heroic and emulator games	Yes	—	Yes
Back up your save files	Yes	—	Yes
Install and move games on a Linux machine	Yes	—	Yes

Free and Plus

Everything above works on the free plan. GameDock Plus removes or raises the free plan's limits (how many price alerts, physical copies and save backups you can keep, how many Linux devices you can pair, how far back your purchase history and activity go, and how often you can sync Steam by hand) and adds a few extras, such as the daily digest email. You can see and change your plan under **Account** → **Plan & billing**.

Where to start

1. [Create your account and sign in.](#)
2. [Install GameDock Companion.](#)
3. [Connect Steam and run your first sync.](#)
4. [Find your way around the hub.](#)

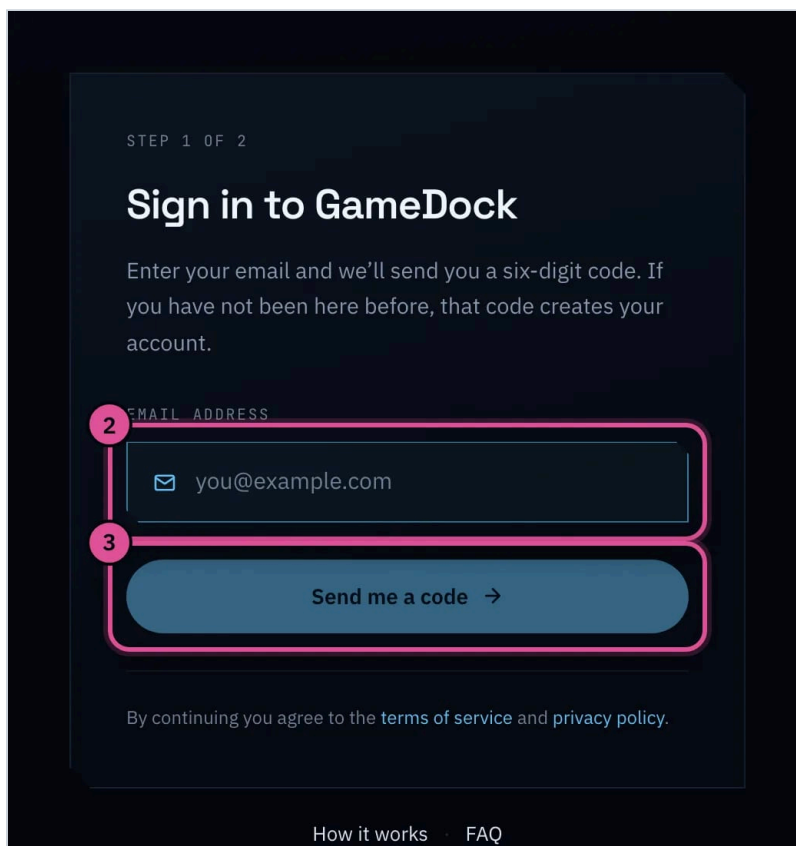
Create your account and sign in

Sign in with a code sent to your email address. The first time you do, it creates your account.

GameDock has no passwords. Each time you sign in, it emails you a six-digit code, and the code is what lets you in. The first time you sign in with an address, that same step creates your account. There is no separate sign-up form.

Sign in for the first time

1. Go to gamedock.co and choose **Sign in**.
2. Type your email address into **Email address** **2**.
3. Press **Send me a code** **3**.



STEP 1 OF 2

Sign in to GameDock

Enter your email and we'll send you a six-digit code. If you have not been here before, that code creates your account.

2 EMAIL ADDRESS

you@example.com

3 Send me a code →

By continuing you agree to the [terms of service](#) and [privacy policy](#).

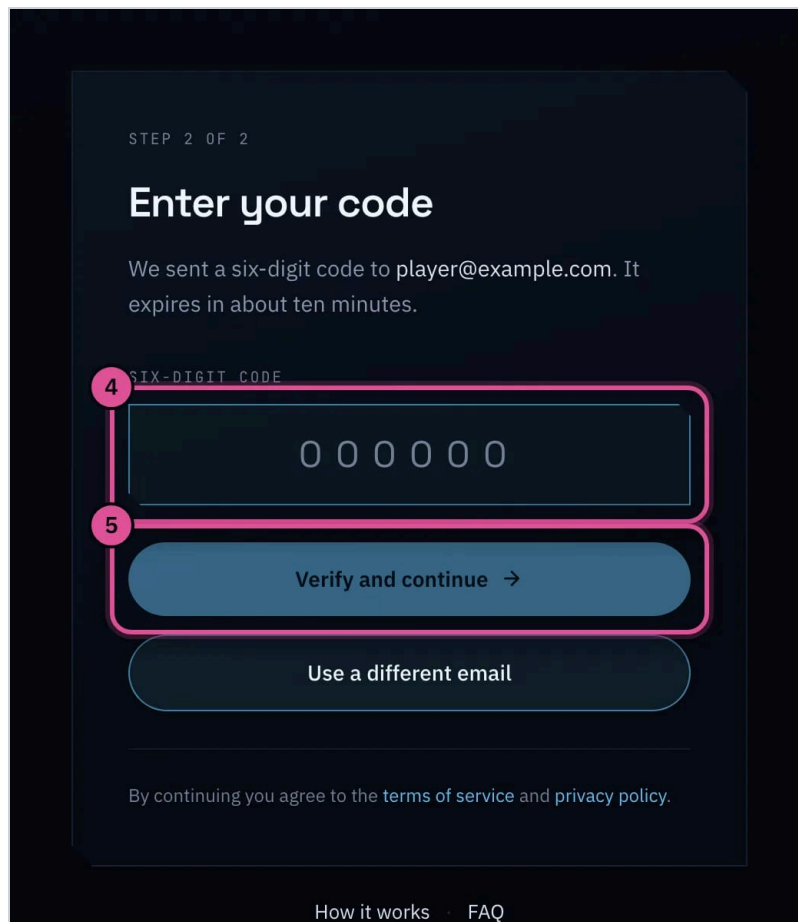
[How it works](#) · [FAQ](#)

Step 1 of 2: your email address

NOTE

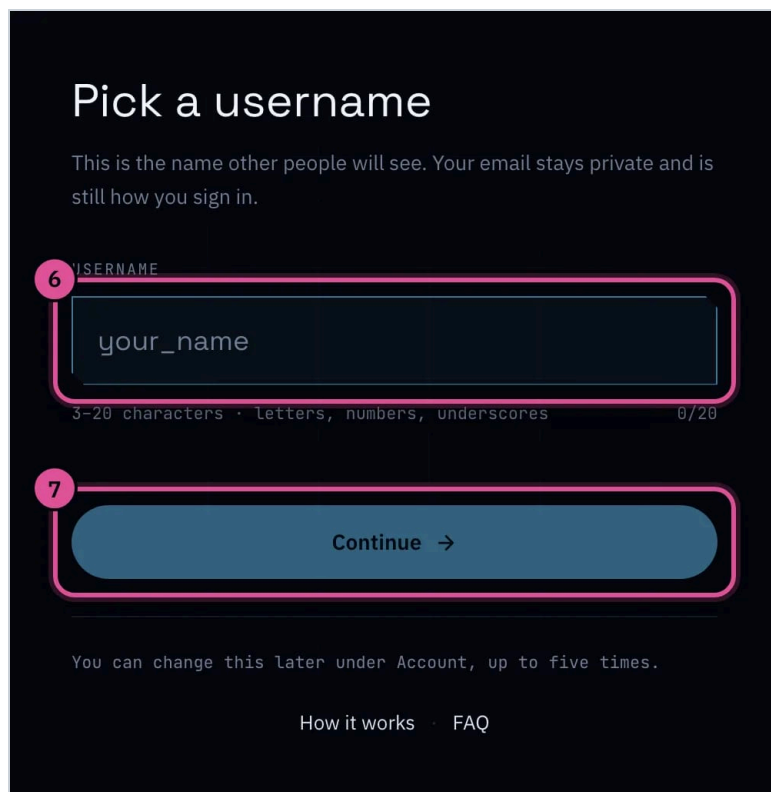
GameDock may run a short check that you are a person first. While it does, the button reads **Verifying....** It usually passes by itself in a second or two; if a box appears, tick it.

4. Open the email from GameDock. Its subject starts with the code itself (*123456 is your GameDock sign-in code*). Type the six digits into **Six-digit code** **4**.
5. Press **Verify and continue** **5**.



Step 2 of 2: the code from your email

6. The first time only, GameDock asks for a username. Type one into **Username** 6. It must be 3 to 20 characters (letters, numbers and underscores, with at least one letter), and GameDock tells you as you type whether it is free.
7. Press **Continue** 7.



Choosing a username, the first time you sign in

You arrive at the dashboard. Until you connect a store it shows three steps to get started instead of your games, so [install GameDock Companion](#) next.

TIP

Your username is what other people see. Your email address stays private, and it is still what you sign in with. You can change your username later under **Account** → **Profile**, up to five times. See [Your username and email](#).

Sign in again later

Signing in again works the same way, without the username step: your email address, then the code. A sign-in lasts 30 days in each browser, so you will not be asked often.

To sign out, press the sign-out button at the bottom of the sidebar. To end every other sign-in at once (on a shared or lost computer, say), use **Account** → **Security** → **Sign out everywhere else**, or **Sign out everywhere** to include this browser too. See [Signed-in browsers](#).

If something goes wrong

WHAT YOU SEE

WHAT TO DO

No email arrives

Wait a minute and check your spam or junk folder for a message from noreply@gamedock.co. If it is not there, press **Use a different email**, check the address for typos, and send a new code. Asking again within half a minute sends nothing new, so give it that long.

Invalid or expired code	A code lasts about ten minutes and works once. Check you typed the code from the newest email, or press Use a different email , then Send me a code for a fresh one.
Too many incorrect attempts. Request a new code.	Five wrong guesses cancel the code. Press Use a different email , then Send me a code , and type the new one carefully.
Too many attempts. Try again later.	Many codes were tried in a short time. Wait a quarter of an hour, then send a new code.
Too many codes requested. Try again later. (or ...for this email...)	You have asked for several codes in a short time. Wait a while (at most an hour) and use the most recent code you were sent in the meantime.
Valid email is required	The address is missing something, usually the @ or the part after it.
Could not send email	GameDock could not send the message just now. Try again in a few minutes.
Verification challenge failed (or ...missing, ...unavailable)	The check that you are a person did not pass. Reload the page and try again, and turn off any extension that blocks scripts on GameDock's sign-in page.

Install GameDock Companion

Add the browser extension that connects your game stores to Chrome from the Chrome Web Store, and choose what it may read.

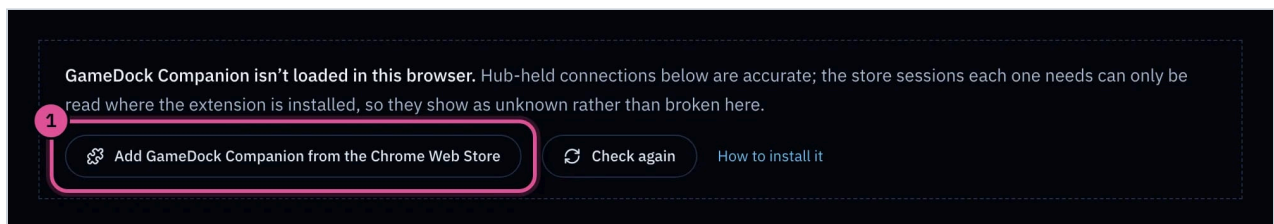
GameDock Companion is the browser extension that connects GameDock to your game stores. You add it to Chrome from the Chrome Web Store. It takes a minute, and you only do it once per computer.

NOTE

The Companion runs in Google Chrome on a desktop or laptop computer. It does not work in Firefox or Safari, or on a phone (a Firefox version is on the [roadmap](#)). Other browsers built on Chrome, such as Microsoft Edge, Brave, Opera, Vivaldi, Arc, Dia, Comet and ChatGPT Atlas, can add it from the Chrome Web Store too, but GameDock is tested in Chrome and Arc. Once your stores are connected, GameDock itself works in any browser.

Add it to Chrome

1. In Chrome, open GameDock and go to **Settings** → **Sync**. Because the Companion is not installed yet, a notice at the top says it isn't loaded in this browser. Press **Add GameDock Companion from the Chrome Web Store** **1**. The Companion's page in the Chrome Web Store opens in a new tab.



The button appears wherever the Companion is missing

2. Press **Add to Chrome**.
3. Chrome asks you to confirm, and says the Companion can read and change your data on gamedock.co. That is the one website it can reach to begin with. Press **Add extension**.

Choose which stores it can read

Straight after you add it, the Companion opens its **Sources** page in a new tab. Out of the box it can reach one website: your GameDock hub. It cannot see any store until you switch that store on.

Choose what GameDock can read

Right now this extension can see one website: your own GameDock hub. It has no access to any game store until you turn one on below, and you can take any of them away again at any time, here or from Chrome's own extensions page.

Each source below reads the session you are *already signed into* in this browser, and sends what it finds to your GameDock account and nowhere else. Your passwords and store cookies never leave this browser. For PlayStation, Xbox and GOG it also hands GameDock a sign-in token (not your password), and for RetroAchievements your API key, which GameDock keeps encrypted so it can keep those stores up to date without this browser, and deletes when you turn the store off. That is why this extension exists instead of GameDock asking you for your logins.

[Read exactly what is collected, and what never is](#)

Steam

ON ☒

READS Your store and help session cookies, your account name, and the licence, wallet-history and receipt pages those sessions can open.

GIVES YOU Your full owned-games and DLC list, what you actually paid for each one, wishlist writes and key redemption.

► EXACT SITES (3)

PlayStation

ON ☒

READS Your NPSSO sign-in cookie, which stays in this browser, and your order history from the PlayStation site.

GIVES YOU Your PlayStation library, trophies, wishlist and what you spent.

► EXACT SITES (6)

Xbox

ON ☒

The Sources page: each store has its own switch

Turn on each store you use. Chrome asks you to confirm, and lists exactly which of that store's websites the Companion will be able to read. You can turn a store off again at any time, and the Companion forgets anything it was holding for it.

The list ends with **SteamGridDB**, which is not a store. Its **Get my SteamGridDB key** button reads your own SteamGridDB API key once, so GameDock can search SteamGridDB for artwork for your games. See [Add your SteamGridDB key](#). You can leave it off until you want it.

TIP

Pin the Companion so it is always to hand: press the puzzle-piece icon in Chrome's toolbar, then the pin beside **GameDock Companion**. Its popup shows the same store switches, and opens GameDock.

Check it worked

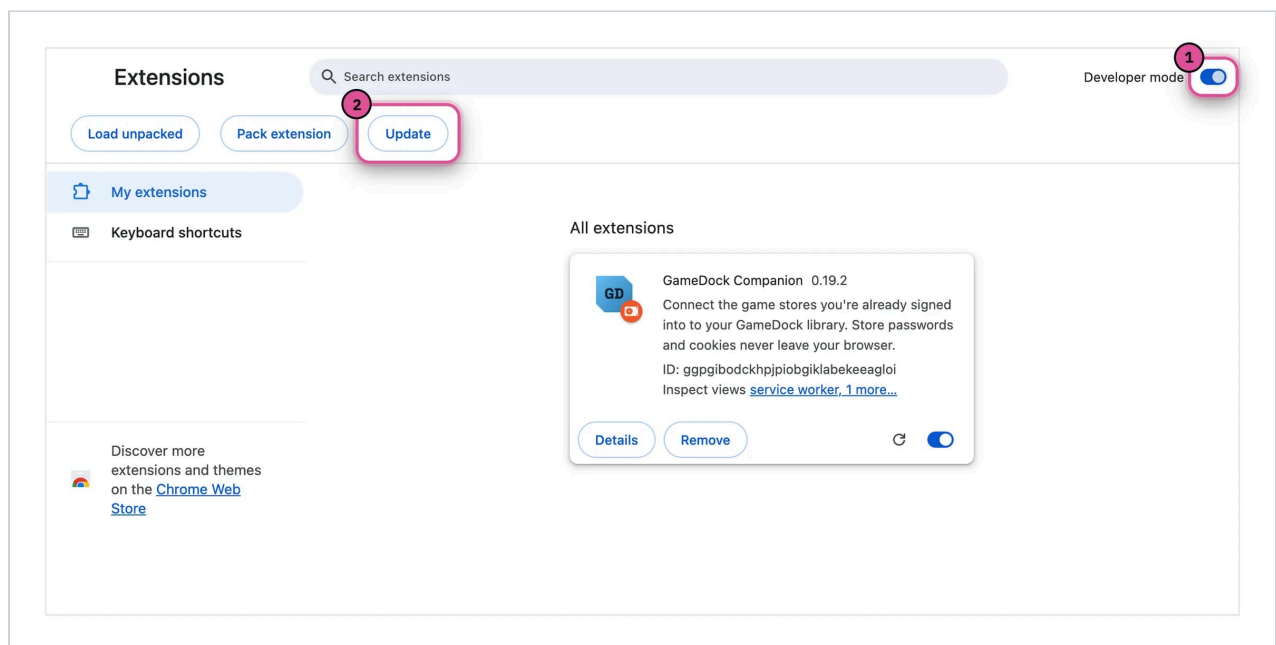
Go back to your GameDock tab and press **Check again** in the notice, or reload the page. On **Settings** → **Sync**, the **Companion** figure at the top now shows the version you installed instead of *absent*, and the notice has gone. You are ready to [connect Steam and run your first sync](#).

Updating it

Chrome keeps the Companion up to date by itself: it checks the Chrome Web Store every few hours and installs a new version without asking.

When your Companion is older than the one GameDock expects, **Settings** → **Sync** says *A newer GameDock Companion is available* and names both versions. Usually Chrome catches up within a few hours. To fetch the update straight away:

1. Go to `chrome://extensions`.
2. Turn on **Developer mode** **1**, in the top-right corner.
3. Press **Update** **2**. Chrome checks every extension for a newer version and installs any it finds.



Update checks every extension at once

4. Turn **Developer mode** off again, and reload GameDock.

Connect Steam and run your first sync

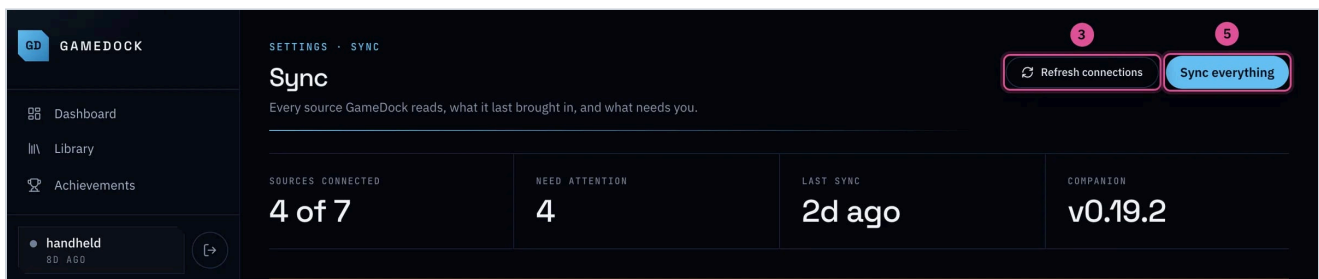
Link your Steam account through the Companion, make your achievements visible, and fill your library for the first time.

NEEDS GAMEDOCK COMPANION

With the Companion installed, connecting a store is a matter of being signed in to it in Chrome and asking GameDock to look. This page uses Steam, the store most people start with; every other store connects the same way.

Connect Steam

1. In Chrome, sign in to the [Steam store](#) with your Steam account, if you are not already.
2. Make sure Steam is switched on in the Companion: click its toolbar icon and check the switch beside **Steam**. (If you turned it on when you installed the Companion, it already is.)
3. In GameDock, go to **Settings** → **Sync** and press **Refresh connections** **3**.
4. GameDock reports what it read (*Refreshed 3 credentials from this browser, say*), and **Steam** appears in the list, marked **Connected**, with your Steam name beside it. If Steam stays under **Not connected**, either Steam is switched off in the Companion (the line beside it says so; switch it on and refresh again), or Chrome is not signed in to the Steam store: press **Open Steam** beside it, sign in on the tab that opens, come back and press **Refresh connections** again.
5. Press **Sync everything** **5**.



Settings → Sync, the page for every store you connect

The first sync fetches your whole library, so it takes a few minutes for a large one. Progress shows on the page as it goes. Keep the page open until it finishes, because some of Steam's details are read through the Companion in this tab. When it is done, your games are in **Library** and the dashboard fills in.

TIP

Refresh connections reads every store that is switched on in the Companion and that you are signed in to in this browser, all at once. If you are also signed in to PlayStation, Xbox, RetroAchievements or Epic Games, one press connects those too. It connects them and syncs nothing; each store's **Sync** does that. GOG asks for its password, so it has a button of its own under **Not connected**.

Let GameDock see your achievements

Steam only shares a player's achievements when their profile allows it. If your games arrive but their achievements do not, change two settings on Steam:

1. Open your [Steam privacy settings](#) while signed in.
2. Set **My profile** to **Public**.
3. Set **Game details** to **Public**. *Friends Only* is not enough.
4. Back in GameDock, press **Sync** beside Steam on **Settings** → **Sync**.

NOTE

If you would rather keep your Steam game details private, GameDock Helper can read your achievements from the Steam app on a Linux computer instead. Your library and playtime sync either way.

What happens after this

You do not need to press **Sync everything** again. GameDock syncs your connected stores on its own every day (Steam's library every six hours on GameDock Plus), so your library stays current without you. If you stay away for a while, those syncs slow down and GameDock catches up as soon as you are back. A few things can only be read from a signed-in browser, such as your Steam purchase history; the Companion can collect those in the background if you switch on **Run automatically** in its popup.

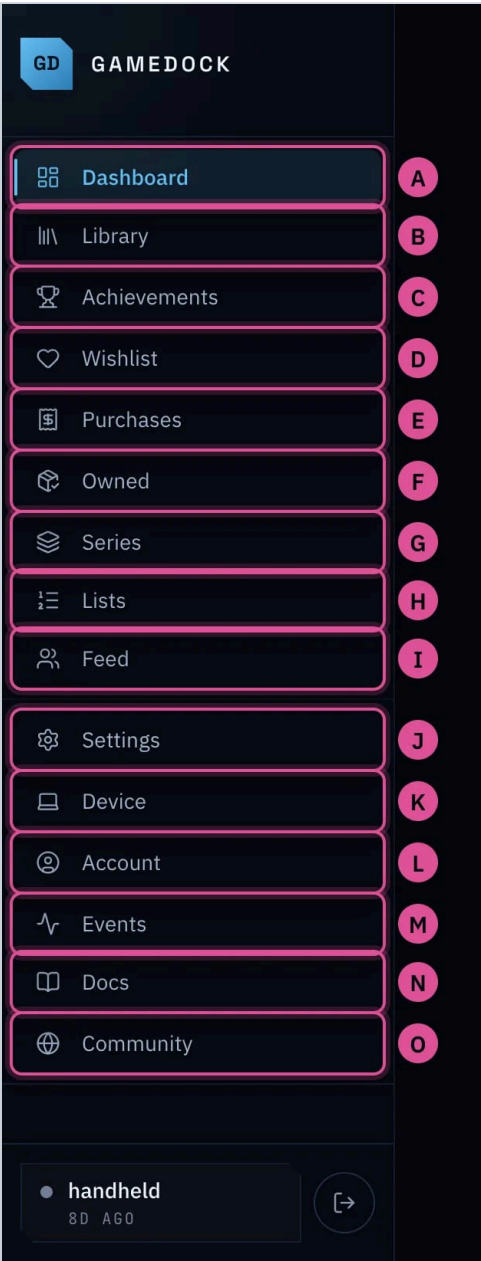
You can still sync by hand whenever you like, from **Sync everything** or a single store's **Sync** button. On the free plan, syncing Steam's library, prices and wishlist by hand is limited to once in any 24 hours (one that fails can be run again the same day); after that, **Sync everything** still runs every other store, and the automatic syncs carry on as usual.

Store sign-ins in your browser expire from time to time. When one does, **Settings** → **Sync** shows the store as needing attention, with a button that takes you to sign in again.

Find your way around

What each part of the sidebar is for, and where to go for the thing you want.

Everything in GameDock is reached from the sidebar on the left. On a phone, open it with the menu button at the top of the screen.



The sidebar, lettered to match the table below

What each section is for

SECTION	WHAT YOU FIND THERE
A Dashboard	Your home page: what you have been playing, what to play next, deals on your wishlist, and anything that needs you.

SECTION	WHAT YOU FIND THERE
B Library	Every game you own, from every store, in one list: searchable, sortable and filterable by store. Open a game for everything GameDock knows about it.
C Achievements	Your achievements and trophies across every platform, with your completion for each game.
D Wishlist	The games you are waiting on, with current prices and the price alerts you set.
E Purchases	What you paid, receipt by receipt, from each store you have imported purchases from.
F Owned	Everything you own set against what you paid and what it is worth today, including your games on disc.
G Series	Every series your library touches, as shelves, and each one in release order with the games you are missing. See Game series .
H Lists	Lists of games you make yourself (a backlog, a top ten, favourites) in the order you choose. See Make lists of games .
I Feed	What the people you follow have been playing, rating, reviewing and listing. See Follow people and see their activity .
J Settings	Connecting and syncing stores, pairing devices, which platforms count when a series shows the games you are missing, and joining duplicate entries into one game.
K Device	Your Linux machine: installed games, drives, collections and names in Steam. Shown once GameDock Helper is paired.
L Account	Your profile, who can see what, plan and billing, preferences, email notifications, API key, your data, and sign-in security.
M Events	A running log of what changed: games added, achievements unlocked, prices dropped, syncs run.
N Docs	This guide.
O Community	Everything people share: lists, reviews, the games people are rating, this month's leaderboards and players to follow. See Browse the community .

Sections that appear as you use them

The sidebar only shows what applies to you. **Wishlist**, **Purchases** and **Owned** list one entry for each store you have connected, plus **All sources** to see them together, and **Wishlist** and **Purchases** stay hidden until you connect a store that has them. **Device** appears once you pair GameDock Helper, and **Feed** and **Community** once sharing with other people is open to you or you follow someone. Under **Library** and **Achievements**, each store or platform you have games from gets its own row with a count beside it.

Where to go for...

YOU WANT TO...

GO TO

Connect a store, or sync one now

Settings → **Sync**

Find a game and see its details

Library, then open the game

Be told when a game drops to a price

Wishlist, or the game's own page

See what your collection cost

Purchases or **Owned**

Fix two entries that are the same game

Settings → **Game joins**

Change your currency or time zone

Account → **Preferences**

Sign out of other browsers

Account → **Security**

PART 2

Connecting your stores

Linking each game store to GameDock, keeping them in sync, and what to do when one needs you.

How connections work

What the Settings → Sync page shows, what the Companion reads, and what Refresh connections actually does.

NEEDS GAMEDOCK COMPANION

Every store you connect is managed from one page: **Settings** → **Sync**. It shows what is connected, what each store last brought in, and anything that needs you.

How a store gets connected

GameDock never asks for your store passwords. Instead, GameDock Companion, the browser extension, reads from the stores you are already signed in to in Chrome, and passes GameDock what it needs to link your account: your Steam ID, a one-time code from PlayStation, and so on. Your passwords and sign-in cookies stay in your browser.

That means connecting a store always has the same shape:

1. Switch the store on in the Companion, if it is not already: click the Companion's toolbar icon and use the store's switch.
2. Sign in to the store's website in Chrome.
3. On **Settings** → **Sync**, press **Refresh connections**.

Refresh connections looks at every store that is switched on in the Companion and that you are signed in to, all at once, and links what it finds. It connects accounts; it does not sync your games. **Sync everything** or a store's own **Sync** does that. When it could not link a store, the message it ends with says why (usually a sign-in it could not find), and the same reason stays beside that store under **Not connected**. Some stores add a step of their own, covered on each store's page:

- [Steam](#)
- [PlayStation](#)
- [Xbox](#)
- [RetroAchievements](#)
- [GOG](#)
- [Epic Games](#)

The Settings → Sync page

GD GAMEDOCK

SETTINGS → SYNC

Sync

Every source GameDock reads, what it last brought in, and what needs you.

SOURCES CONNECTED 4 of 7 **NEED ATTENTION** 4 **LAST SYNC** 2d ago **COMPANION** v0.19.2

NEEDS YOU · 4 THINGS

- Your Steam help session has expired, so wallet history cannot be read. Purchases will keep syncing licences only. [Refresh connection](#)
- Your Steam store session has expired, so DLC ownership and purchase matching cannot run. [Refresh connection](#)
- Epic order history needs Companion running while you are signed in to epicgames.com. Ownership on Epic comes from orders, so without it the library goes stale. [Refresh connection](#)
- Your paired device is offline, so installs, disk usage and local achievements are as of its last check-in.

Steam **NEEDS ATTENTION** player · 2d ago [Sync](#) [v](#)

PlayStation **CONNECTED** player · 9d ago [Sync](#) [v](#)

Xbox **CONNECTED** Player · 9d ago [Sync](#) [v](#)

RetroAchievements **CONNECTED** player · 9d ago [Sync](#) [v](#)

GOG **CONNECTED** [Sync](#) [v](#)

handheld 8d ago [v](#)

Settings → Sync

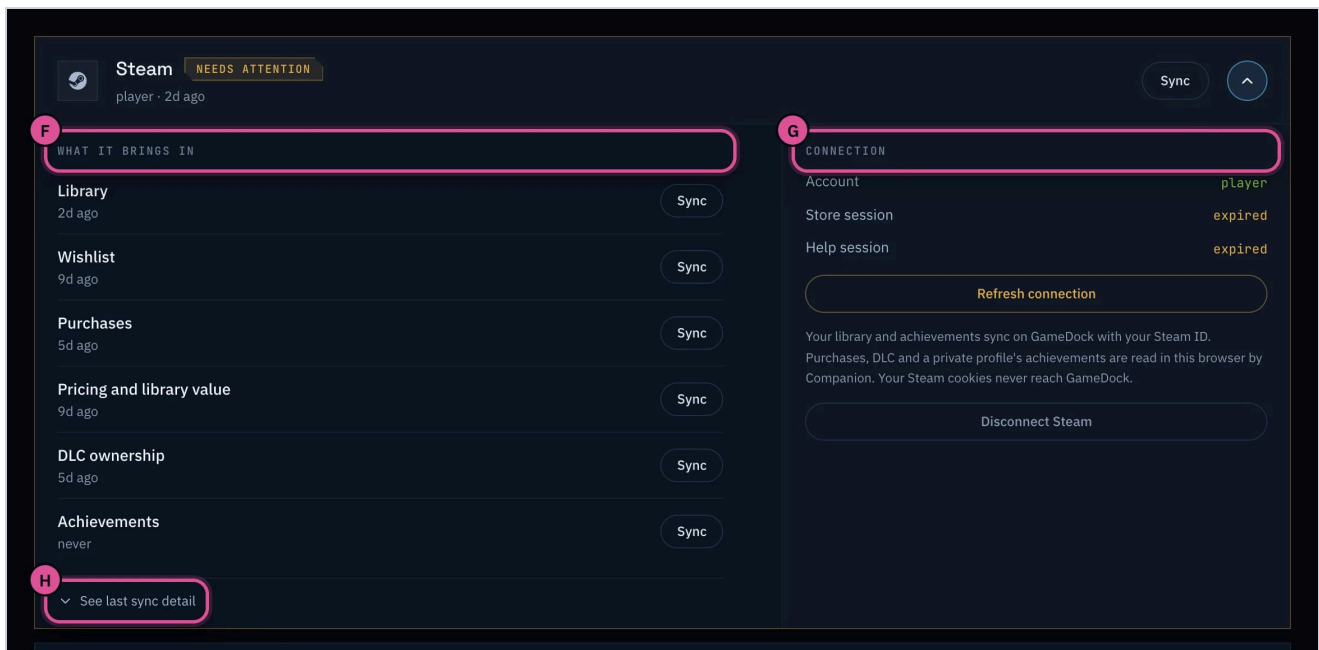
WHAT IT IS

- A Refresh connections** reads your store sign-ins from this browser and links any account it finds. It needs the Companion, so it is greyed out in a browser without it.
- B Sync everything** brings in the latest from every connected store now.
- C** How many sources are connected, how many things need attention, when the last sync finished, and which version of the Companion this browser has, *checking...* for the few seconds the page spends looking for it, or *absent* if it has none.
- D Needs you:** anything that needs you to act, each with the button that fixes it. See [Fix a connection that needs attention](#).
- E** One row per connected source, with its status (**Connected**, **Needs attention**), the account it is linked to, when it last synced, and its own **Sync** button.

Sources you have not connected yet are listed at the bottom under **Not connected**, each with the button that starts connecting it, and a line saying why when the last **Refresh connections** could not link it. **GameDock Helper** is listed there until you pair a Linux device under **Settings → Devices** (see [Install GameDock Helper](#)), and joins the rows above once you have. A brand-new account sees *Nothing connected yet* in place of the rows.

What a source brings in

Press a source's row to open it.



Steam, opened

- **What it brings in** (F) lists each kind of information the store syncs (for Steam, your library, wishlist, purchases, prices, DLC and more), with when each last ran and a **Sync** button to run just that one. On the free plan, the ones marked **Plus** share one sync by hand in any 24 hours. See [Keep everything in sync](#).
- **Connection** (G) lists the checks behind the link: the account, and for Steam and Epic whether your browser is still signed in. A check reading *needs Companion* only means this browser has no Companion to check with. It is not a fault. One reading *expired* means you need to sign in again, and the button beneath it does that.
- **See last sync detail** (H) shows what each sync reported last time, which is the first place to look when something seems missing.

At the bottom of **Connection** is **Disconnect**. See [Disconnect a store](#).

Steam

Link your Steam account, and sign in to the two Steam websites that give GameDock your full purchase history.

NEEDS GAMEDOCK COMPANION

Steam is the store GameDock reads most from: your library and playtime, achievements, wishlist, what you paid, your DLC, and current prices.

Link your Steam account

1. Make sure **Steam** is switched on in the Companion.
2. In Chrome, sign in to the [Steam store](#).
3. In GameDock, go to **Settings** → **Sync** and press **Refresh connections**.

Steam appears in the list as **Connected**, with your Steam account name. Press **Sync** beside it (or **Sync everything**) to bring in your library.

If Steam stays under **Not connected**, press **Open Steam** beside it and sign in to the Steam store on the tab that opens. When you come back to GameDock, it links Steam. If the line beside it says Steam is switched off in GameDock Companion, switch it on in the Companion's popup first.

Also sign in to Steam Help, for your purchase history

Steam keeps what you paid on a second website, Steam Help. Without it GameDock can still list the licences you own, but not your wallet history and receipts, so **Purchases** has no prices.

1. Go to help.steampowered.com in the same browser.
2. Sign in there with your password, even if the Steam store already shows you as signed in. Steam treats the two sign-ins separately, and a store sign-in carried over to Help is not enough. GameDock reports that as *wrong scope*.
3. Press **Refresh connections** again.

Make your achievements visible

Steam only shares achievements for profiles that allow it. If your games arrive without achievements, open your [Steam privacy settings](#) and set **My profile** and **Game details** to **Public**. *Friends Only* is not enough. Then sync Steam again.

If you would rather keep your profile private, GameDock can still read your achievements another way: the Companion reads them from your own signed-in session, and GameDock Helper can read them from the Steam app on a Linux computer.

What Steam brings in

Open Steam's row on **Settings** → **Sync** to see each part and sync it on its own. Writing your game names and covers into Steam on a Linux device is done by GameDock Helper, so those two are under **GameDock**

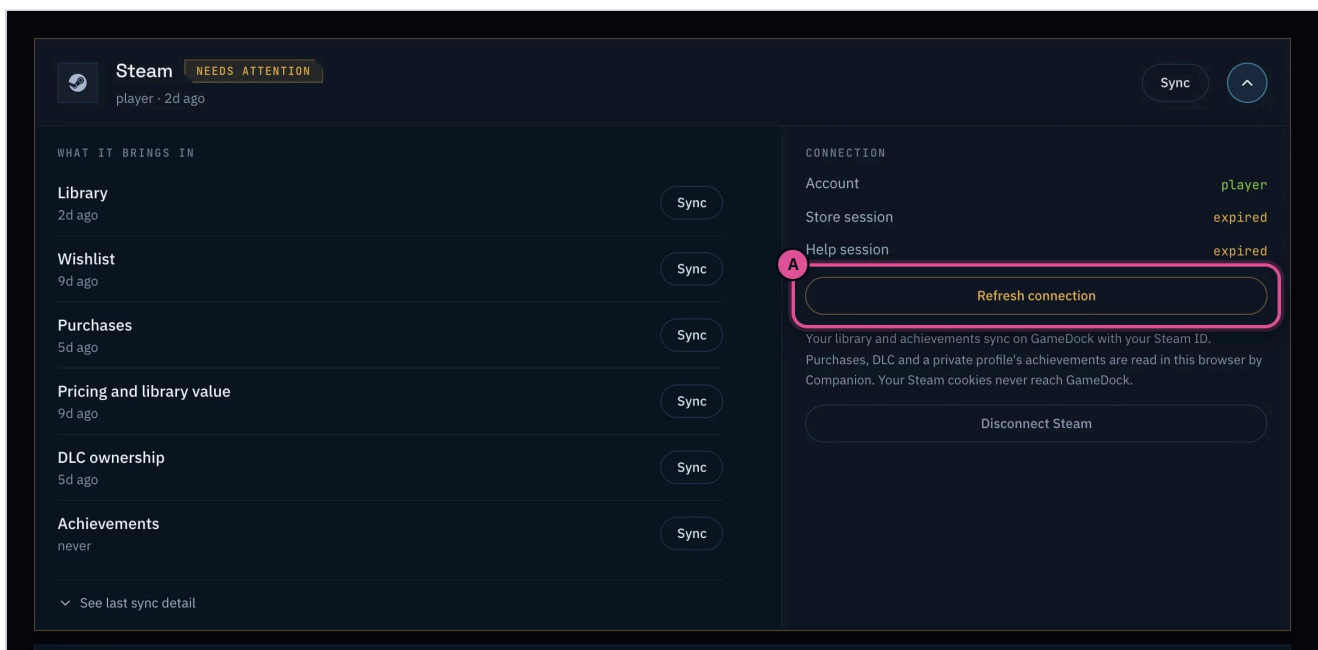
Helper instead (see [Steam names, order and artwork](#)).

PART	WHAT IT BRINGS IN
Library	Every game on your account, with playtime and achievements. Steam only reports a free-to-play game once you have played it, so one you have only added to your account joins once the Companion has read your licences (the Purchases and DLC syncs).
Wishlist	Your Steam wishlist.
Purchases	What you paid, from your wallet history and receipts. Needs the Companion and a Steam Help sign-in.
Pricing and library value	Current prices for your wishlist and your library, and what your library is worth.
DLC ownership	Which DLC you own. Needs the Companion.
Achievements	Your achievements. A public profile's arrive with Library , and Sync here runs it. A private profile's are read through the Companion, and Sync here runs that instead.

Purchases, DLC and private-profile achievements can only be read from your browser, so they sync when you press **Sync** or **Sync everything**, or in the background, if you turn on the Companion's **Run automatically** (see [Keep everything in sync](#)).

When a Steam sign-in expires

Steam signs you out of its websites from time to time. When that happens, Steam shows **Needs attention**, and its **Connection** checks read *expired*:



Steam, needing a fresh sign-in

Sign in to the Steam store (and to [help.steampowered.com](#) for the Help session) in this browser, then press **Refresh connection** **A**. It reads Steam again and no other store. Your library, wishlist and prices

keep syncing in the meantime; only purchases and DLC wait for you.

PlayStation

Link your PlayStation account for your games and trophies, and import what you have bought on the PlayStation Store.

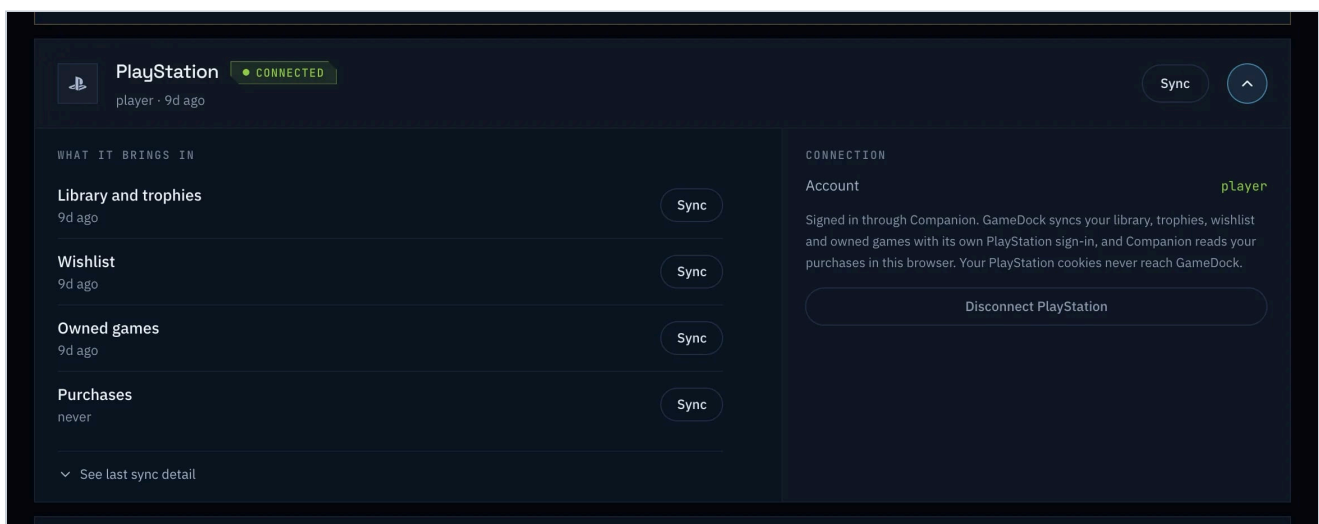
NEEDS GAMEDOCK COMPANION

Linking PlayStation brings in your games, playtime and trophies across PS5, PS4, PS3 and Vita, your PlayStation Store wishlist, and the games your account owns. Your purchase history is imported separately, from its own page.

Link your PlayStation account

1. Make sure **PlayStation** is switched on in the Companion. Chrome asks you to confirm, and also to let the Companion read the one-time code Sony sends back when you sign in. That is what it is for, and it is used only while linking.
2. In Chrome, sign in to playstation.com with your PlayStation account.
3. In GameDock, go to **Settings** → **Sync**. Under **Not connected**, press **Link with Companion** beside PlayStation. The Companion reads your Sony sign-in in a background tab, which closes by itself, and GameDock says *PlayStation linked as your Online ID*.

Refresh connections links PlayStation the same way, along with every other store you are signed in to. PlayStation appears as **Connected** with your Online ID. Press **Sync** beside it to bring in your games and trophies.



PlayStation, connected

NOTE

Your PlayStation sign-in never leaves your browser. The Companion passes GameDock a one-time code, which GameDock exchanges for access of its own.

If PlayStation stays unconnected, the message the page shows says why. Usually it is that you are not signed in to playstation.com in this browser: sign in, then press **Link with Companion** again.

What PlayStation brings in

PART

WHAT IT BRINGS IN

Library and trophies	Every game you have played, with playtime and trophies.
Wishlist	Your PlayStation Store wishlist, with prices from your account's own region.
Owned games	The PS4 and PS5 games your account owns, including ones you have never played.

GameDock syncs PlayStation on its own every day.

Import your PlayStation purchases

What you paid comes from your PlayStation order history, which only your browser can read:

1. Stay signed in to playstation.com.
2. Go to **Purchases** → **PlayStation** and press **Sync PlayStation**, or on **Settings** → **Sync**, open PlayStation's row and press **Sync** beside **Purchases**.

The Companion opens playstation.com in a background tab and reads your order history, which takes a few minutes for a long one. When it finishes, GameDock says how many transactions it imported. If you are signed out, it signs you in with your existing Sony account session when there is one; if PlayStation needs your password, the tab stays open for you to sign in, then sync again.

After that, **Sync everything** on Settings → Sync brings in new purchases too, and so does the Companion's background sync if you turn it on. See [Keep everything in sync](#).

Purchases are recorded in the currency PlayStation charged you. A game you bought but never played appears in your library too, because a receipt is proof you own it, except games claimed through PlayStation Plus, which you can play only while you subscribe.

When the sign-in expires

Sony's sign-in for GameDock lasts roughly two months. When it runs out, PlayStation stops syncing, **Settings** → **Sync** shows PlayStation as *Needs attention* with *Your PlayStation sign-in has expired*, and the dashboard lists it under **Needs you**. To renew it, sign in to playstation.com in the browser where the Companion is installed, press **Refresh connection** beside the warning, then sync PlayStation again. It renews PlayStation alone, and the warning goes once Sony has handed over a new sign-in.

Xbox

Link your Microsoft account for your Xbox games, playtime and achievements, including Xbox 360.

NEEDS GAMEDOCK COMPANION

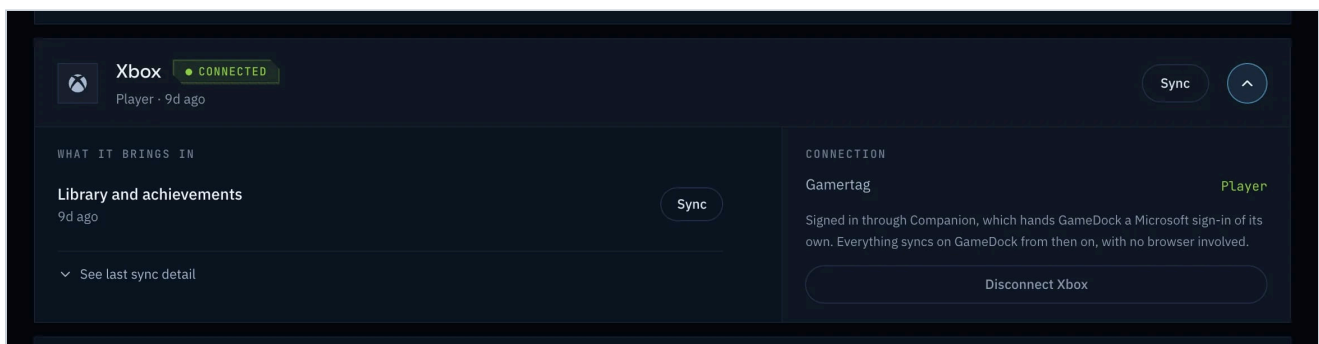
Linking Xbox brings in your Xbox games, playtime and achievements, including Xbox 360 games and the PC games you play through the Xbox app.

Link your Microsoft account

1. Make sure **Xbox** is switched on in the Companion.
2. In Chrome, sign in to xbox.com with your Microsoft account.
3. In GameDock, go to **Settings** → **Sync**. Under **Not connected**, press **Capture Microsoft login** beside Xbox. A Microsoft sign-in page opens in a new tab; complete the sign-in there if it asks.

GameDock then sends the captured sign-in on by itself, and says *Xbox linked as* your gamertag. Xbox appears as **Connected** with your gamertag. Press **Sync** beside it to bring in your games.

If you are already signed in to Microsoft in Chrome, **Refresh connections** links Xbox too, without opening a sign-in page. **Capture Microsoft login** is for when it does not.



Xbox, connected

What Xbox brings in

Library and achievements: every game you have played on Xbox consoles and the Xbox app, with playtime and achievements. Xbox 360 games come with their original achievement icons, and newer games with their achievement artwork, which you can page through on a game's page.

GameDock syncs Xbox on its own every day.

If linking does not work

- **Microsoft account not signed in this browser:** sign in at xbox.com in this browser, then press **Capture Microsoft login** again.
- **Microsoft sign-in timed out:** the sign-in page was left open for two minutes without finishing. Press **Capture Microsoft login** again and complete the sign-in.

- **Microsoft login captured, but it could not be sent to GameDock:** the sign-in worked and the hand-over did not. Press **Refresh connections** to finish linking Xbox; the Companion keeps the captured sign-in for a day.

When the sign-in expires

Microsoft's sign-in for GameDock can run out, for example after you change your Microsoft password. Xbox then stops syncing, and **Settings** → **Sync** lists the failure under **Needs you**, as *Xbox · Library and achievements failed*: followed by Microsoft's reason (usually *Microsoft Live token refresh failed*). Xbox still shows as linked, so **Capture Microsoft login** is not offered. To link it again:

1. Open Xbox's row, press **Disconnect Xbox**, then **Disconnect, keep my library**. Your games and achievements stay.
2. Switch **Xbox** back on in the Companion, since disconnecting switched it off.
3. Under **Not connected**, press **Capture Microsoft login** beside Xbox, and sync Xbox once it says *Xbox linked as your gamertag*.

RetroAchievements

Link your RetroAchievements account so the achievements you earn in emulators appear in GameDock.

NEEDS GAMEDOCK COMPANION

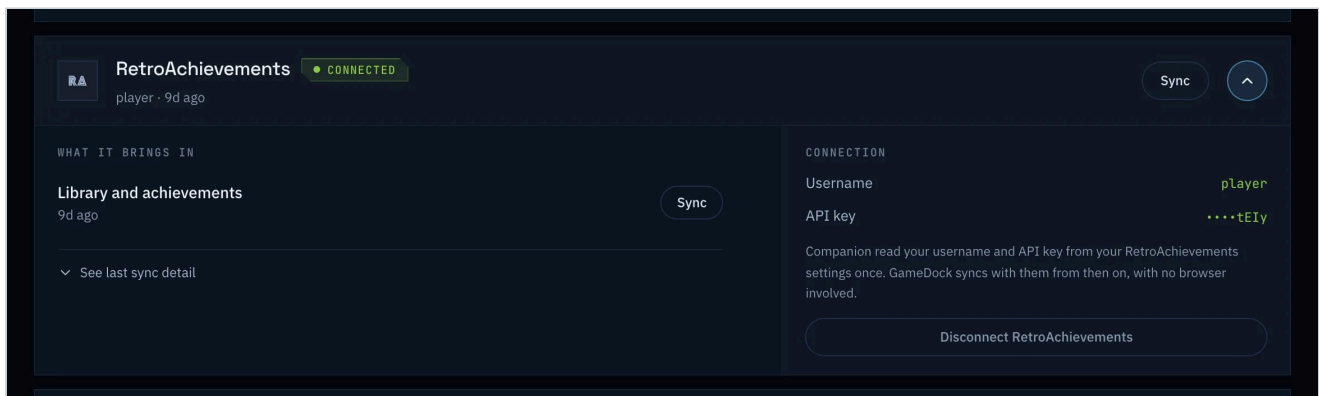
[RetroAchievements](#) adds achievements to classic console games played in emulators. Linking it brings the achievements you have earned there into GameDock, next to the rest of your library.

Link your RetroAchievements account

GameDock needs two things from RetroAchievements: your username, and your Web API key, a code RetroAchievements gives every account so other apps can read its achievements.

1. Make sure **RetroAchievements** is switched on in the Companion.
2. In Chrome, sign in to retroachievements.org.
3. In GameDock, go to **Settings** → **Sync**. Under **Not connected**, press **Open RA settings** beside RetroAchievements. This opens the page where RetroAchievements shows your Web API key; you do not need to copy anything.
4. Come back to GameDock. It links RetroAchievements when you return: the Companion reads your username and key from that page in the background.

RetroAchievements appears as **Connected**, with your username and the last few characters of your key. Press **Sync** beside it to bring in your achievements.



RetroAchievements, connected

What RetroAchievements brings in

Library and achievements: every game you have earned achievements in, with your progress and the badges. A game that does not match anything already in your library gets a card of its own, and all of them appear under **Emulators** in your library and on **Achievements**.

GameDock syncs RetroAchievements on its own every day.

If it will not link

If RetroAchievements stays under **Not connected** after **Refresh connections**, the message the page ends with says why. *Couldn't read your RetroAchievements username and key* nearly always means Chrome is not signed in to retroachievements.org: sign in there, then press **Refresh connections** again. If you are already signed in, check that **Settings** → **Applications** on RetroAchievements shows a Web API key. You never need to copy the key yourself: the Companion reads it from the settings page.

If it is only half linked

If the settings page says *RetroAchievements is half linked*, GameDock has one of the two things it needs but not the other. Make sure you are signed in to RetroAchievements in this browser, then press **Refresh connection**.

GOG

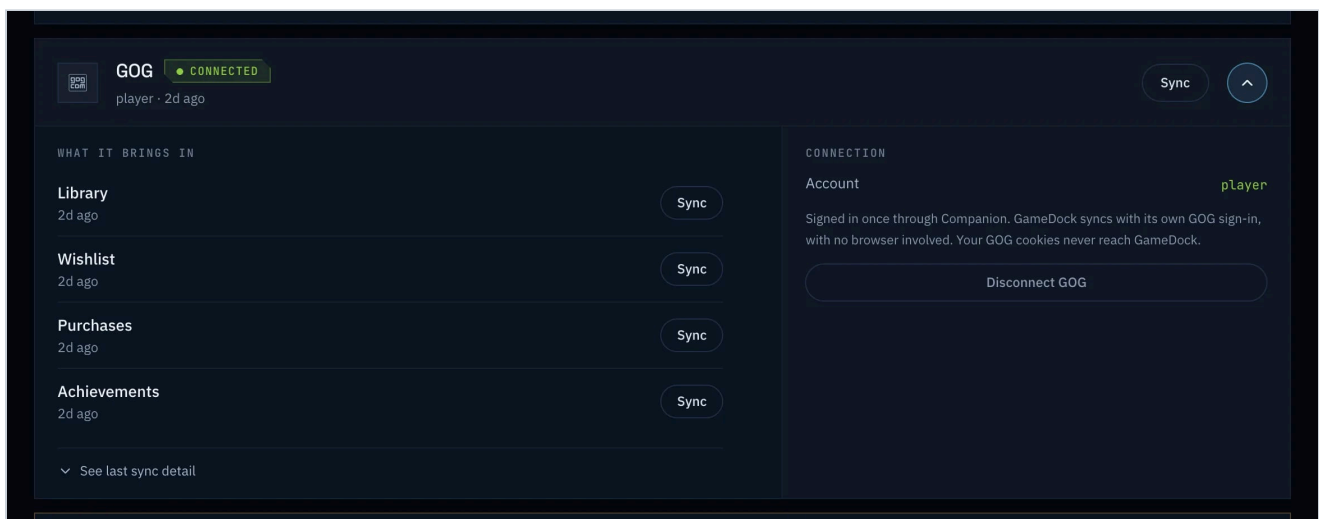
Link your GOG account once, and GameDock keeps your GOG games, wishlist, purchases and achievements up to date on its own.

NEEDS GAMEDOCK COMPANION

Linking GOG brings in the games on your GOG account, your wishlist, your order history with what you paid, and your achievements. You link it once; after that GameDock keeps it up to date without your browser.

Link your GOG account

1. Make sure **GOG** is switched on in the Companion.
2. In GameDock, go to **Settings** → **Sync**. Under **Not connected**, press **Sign in to GOG** beside GOG.
3. A GOG sign-in page opens in a new tab. Sign in with your GOG email and password. GOG asks for your password here every time, even if you are already signed in to gog.com.
4. The tab closes and **Settings** → **Sync** shows GOG as **Connected**. Open its row and press **Sync** beside each part you want brought in, or **Sync everything** for all of them.



GOG, connected

NOTE

GOG gives GameDock a long-lasting permission of its own when you sign in, so GOG keeps syncing every day even when your browser is closed. The Companion is only needed for this first sign-in, or to link again later.

What GOG brings in

Each part has its own **Sync**, and GameDock syncs all four every day.

Library	Every game on your GOG account, including free games you claimed.
Wishlist	Your GOG wishlist, with prices from your GOG store region.
Purchases	Every GOG order and what you paid.
Achievements	Every achievement in your GOG games, with which you have unlocked and how rare each one is. Secret achievements are included and marked as secret. They show on a game once Library has brought it in.

Your GOG games appear under **GOG** in **Library**, **Wishlist**, **Purchases**, **Owned** and **Achievements**.

If linking does not work

- **GOG sign-in timed out**: the sign-in page was left for five minutes without finishing. Press **Sign in to GOG** again.
- **GOG sign-in was cancelled**: the sign-in tab was closed before it finished. Press **Sign in to GOG** again and complete it.
- If GOG later stops syncing (**Needs you** lists a GOG part, such as *GOG · Library failed*, with GOG's reason), GOG still shows as linked, so **Sign in to GOG** is not offered. Open GOG's row, press **Disconnect GOG**, then **Disconnect, keep my library**; switch **GOG** back on in the Companion; then press **Sign in to GOG** under **Not connected** to link it afresh.

Epic Games

Bring in your Epic Games library, orders, wishlist and achievements, which are read through your browser every time.

NEEDS GAMEDOCK COMPANION

Linking Epic Games brings in the games on your Epic account, your orders and what you paid, your Epic wishlist, and your achievements.

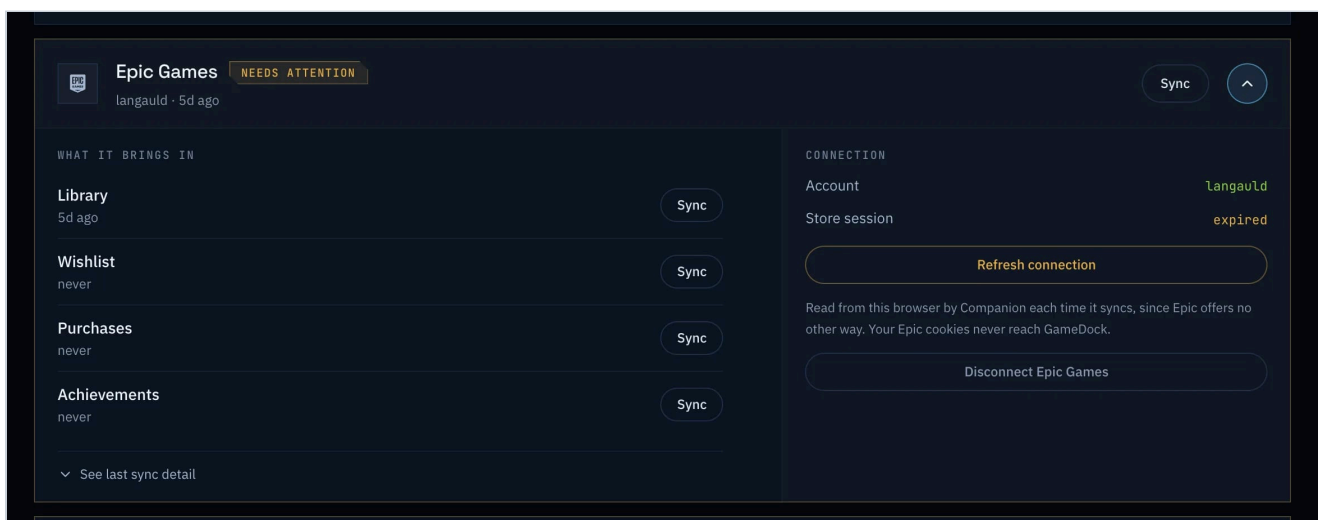
Epic works differently from the other stores. GameDock never holds an Epic sign-in of its own: every Epic sync happens in your browser, through the Companion, while you are signed in to Epic. That is why Epic has no daily sync on GameDock's side: it syncs when your browser does it. Only the prices on your Epic wishlist refresh on their own.

Connect Epic Games

1. Make sure **Epic Games** is switched on in the Companion.
2. In Chrome, sign in to the [Epic Games Store](#).
3. In GameDock, go to **Settings** → **Sync**. Under **Not connected**, press **Connect Epic** beside Epic Games. The Companion reads which Epic account is signed in, in a background tab that closes by itself, and GameDock says *Epic Games linked as your display name*. Nothing is synced yet.

Refresh connections links Epic the same way, along with every other store you are signed in to. Epic Games is then listed as connected. Open its row and press **Sync** beside each part you want brought in: your library, wishlist, purchases or achievements. **Sync everything** brings in all of them, and includes Epic from then on.

If Epic stays unconnected, the message the page shows says why. Usually it is that you are not signed in to store.epicgames.com in this browser: sign in, then press **Connect Epic** again.



Epic Games on Settings → Sync

TIP

Turn on **Run automatically** in the Companion's **Background sync** to keep Epic up to date without thinking about it. See [Keep everything in sync](#).

What Epic brings in

Each part has its own **Sync**, and each briefly opens an Epic tab in the background, which is the only way Epic lets them be read.

PART	WHAT IT BRINGS IN
Library	The games on your Epic account, including ones you claimed free. Epic keeps no list of what you own apart from your purchases, so this reads them and adds the games, without keeping what you paid.
Wishlist	Your Epic wishlist, with prices.
Purchases	What you bought on Epic and what you paid.
Achievements	Your achievements on the Epic games you own. They show on a game once Library has brought it in, whichever you sync first.

When the sign-in expires

If you are signed out of Epic, Epic shows **Needs attention** with the message that its order history needs the Companion while you are signed in to epicgames.com. Sign in to store.epicgames.com in this browser, press **Refresh connection**, and sync again. Until you do, Epic keeps the games it already knows about but adds nothing new.

Keep everything in sync

When each store syncs on its own, how to sync by hand, and how the Companion can sync in the background.

Once a store is connected, GameDock keeps it up to date on its own. You can also sync by hand whenever you want the latest straight away, and let the Companion handle the few things only your browser can read.

What syncs on its own

WHAT	GAMEDOCK PLUS	FREE PLAN
Steam library, playtime and achievements	Every 6 hours	Once a day
Steam prices and wishlist	Twice a day	Once a day
PlayStation, Xbox, RetroAchievements and GOG	Once a day	Once a day
PlayStation, GOG and Epic prices	Twice a day	Once a day
Your paired Linux device (GameDock Helper)	Every 6 hours	Every 6 hours

The daily syncs run early in the morning, Australian eastern time.

These times are for an account in use. If you have not opened GameDock for a week, your stores sync once a day; after a month, once a week; after three months, not until you come back. When you do, GameDock syncs your stores straight away, so your library catches up shortly after you arrive. Your paired Linux device keeps its schedule regardless.

Five things are never synced by GameDock on its own, because they can only be read from your signed-in browser: **Steam purchases**, **Steam DLC**, **Steam achievements on a private profile**, everything from **Epic Games**, and **PlayStation purchases**. They sync when you press **Sync** for them, or in the background if you turn on the Companion's **Run automatically** (see below).

Sync by hand

On **Settings** → **Sync**:

- **Sync everything** runs every connected store's sync in turn, then Steam purchases, DLC and private-profile achievements and, once they are connected, Epic Games and your PlayStation purchases through the Companion. It shows its progress at the bottom of the screen as it goes, and you can leave the page while it runs: the progress stays with you, and Settings → Sync still shows the run when you come back. Keep the tab open until it finishes, since reloading or closing it stops the Steam purchases, DLC, achievements, Epic Games and PlayStation purchases steps, which run in your browser.
- The **Sync** button on a store's row runs its main sync: for Steam, the library. Open the row to run any other part, such as purchases or the wishlist, on its own.

The dashboard's **Sync everything** button runs the same store syncs, but not the Steam purchases, DLC, private-profile achievements, Epic Games and PlayStation purchases that need the Companion.

GameDock never starts the same sync twice. While **Sync everything** is running, every Sync button waits until it finishes, including those on the dashboard, the library and each store's pages. While one store is syncing, only the buttons that would sync the same thing wait, and the rest stay ready. Settings → Sync itself runs one of its own syncs at a time.

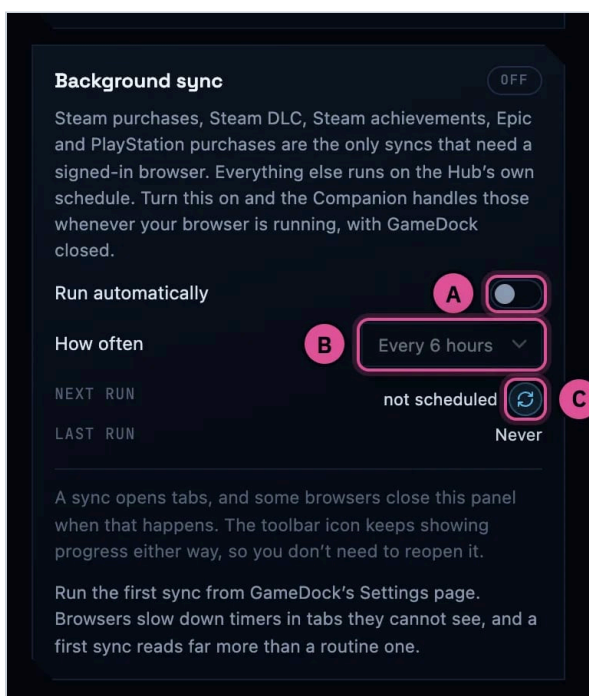
NOTE

On the free plan, syncing Steam's library, prices and wishlist by hand is limited to once in any 24 hours. The same allowance covers all three, marked **Plus** in Steam's row, and the PlayStation, GOG and Epic prices and game details that **Sync everything** also refreshes. One that fails does not use it up: press its **Sync** again, or **Sync everything**, and it runs again the same day. Everything else can be synced by hand as often as you like: once the allowance is used, **Sync everything** (here or on the dashboard) runs every other store and says *Daily limit reached for store and catalogue syncs*, and a single Steam **Sync** says *You've used today's store and catalogue sync*. Syncing more than about thirty times in ten minutes pauses manual syncs for a few minutes on any plan (*Too many sync requests recently*).

Background sync with the Companion

The Companion can sync the browser-only parts on a timer, with GameDock closed, as long as Chrome is running.

1. Click the Companion's toolbar icon.
2. In **Background sync**, turn on **Run automatically** **A**.
3. Choose **How often** **B**: every hour, 3 hours, 6 hours, 12 hours, or once a day.



Background sync in the Companion's popup

The first run happens one full interval after you turn it on. **Sync now**  runs one straight away, whether **Run automatically** is on or not.

Each run opens a GameDock tab in the background, syncs Steam purchases, Steam DLC, private-profile Steam achievements, Epic Games and, if PlayStation is linked, your PlayStation purchases, then closes the tab. You need to be signed in to GameDock and to the stores in that browser. If you are signed out of playstation.com, the run closes the PlayStation tab rather than bringing it to the front and says so under **Last run**; sign in there, and the next run picks your purchases up. The Companion's toolbar icon shows how it went:

BADGE	MEANING
...	A sync is running.
✓	Everything synced.
A number	That many parts did not sync. Open the popup to see Last run .
!	The sync could not run at all. The popup says why.

The badge clears the next time you open the popup. Nothing runs while Chrome is closed, and restarting Chrome restarts the interval.

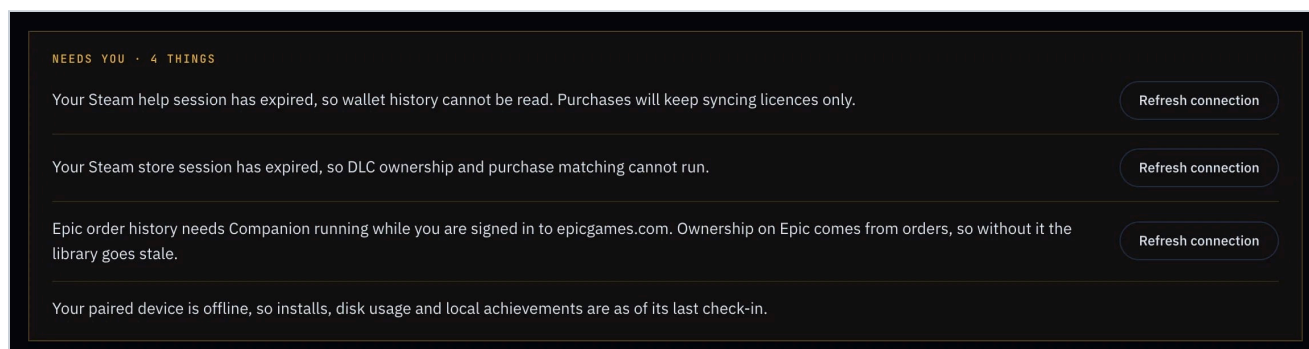
TIP

Run your first sync from **Settings** → **Sync** rather than in the background: a first sync reads far more than a routine one, and browsers slow down tabs they cannot see.

Fix a connection that needs attention

What each warning on Settings → Sync means, and the one thing to do about it.

When something about a connection needs you, **Settings** → **Sync** says so at the top, under **Needs you**, with the button that fixes it. The dashboard's **Where your data comes from** also flags any source that needs attention.



Warnings on Settings → Sync

For a store that is connected but needs its sign-in renewed, sign in to that store in this browser, then press **Refresh connection** on its warning or in its row. It reads that store again and no other, and says whether the connection is back. For a store that is not connected yet, its button under **Not connected** opens the store's page: sign in there and come back to GameDock, which links that store when you return.

What each warning means

WARNING	WHAT TO DO
Your Steam store session has expired, so DLC ownership and purchase matching cannot run.	Sign in to store.steampowered.com in this browser, then press Refresh connection . Your library keeps syncing meanwhile.
Your Steam help session has expired, so wallet history cannot be read.	Sign in to help.steampowered.com in this browser with your password, then press Refresh connection . See Steam . Purchases keep syncing licences only until you do.
Your Steam profile is private, so the hub could not read achievements for N games.	Set your Steam Game details to Public , or let the Companion read them: in a browser where it is installed, switch on Run automatically in its Background sync , or press Sync now there. This warning only appears in a browser without the Companion. See Steam achievements on a private profile .
Your Steam account is linked, but GameDock cannot reach Steam's Web API right now.	Nothing you can fix yourself: the problem is on GameDock's side, and your Steam library syncs once it is fixed.
Your PlayStation sign-in has expired, as they do after about 60 days...	Sign in at playstation.com in the browser where the Companion is installed, press Refresh connection beside the warning, then sync PlayStation. See PlayStation .

RetroAchievements is half linked.	Sign in to RetroAchievements in this browser, then press Refresh connection . See RetroAchievements .
Steam is switched off in GameDock Companion. (or Epic Games is switched off...)	Click the Companion's toolbar icon, turn the store on under Sources , then press Refresh connections . Signing in again will not help: the Companion is not allowed to read that store until its switch is on.
Epic order history needs Companion running while you are signed in to epicgames.com.	Sign in to store.epicgames.com in this browser, press Refresh connection , then sync Epic. See Epic Games .
Your paired device is offline.	Start your Linux device, or GameDock Helper on it. What it last reported stays visible until then.
Store · part failed: reason	A sync failed. The reason usually says what to do; if it names a sign-in, sign in again and sync that store. For Xbox and GOG, a failure that keeps coming back usually means their sign-in has run out: see Xbox and GOG .

“needs Companion” is not a fault

In a browser without the Companion (a work computer, a phone), the Steam and Epic sign-in checks read *needs Companion*, and a notice at the top says the Companion is not loaded. That only means this browser cannot check; your connections are fine. Open **Settings** → **Sync** in the browser where the Companion is installed to see their real state.

A store stopped syncing without a warning

- **Epic Games**, Steam purchases and DLC only sync from your browser, so they go quiet whenever no browser with the Companion runs them. Switch on **Run automatically** in the Companion. See [Keep everything in sync](#).
- If you have not opened GameDock for a week or more, your stores sync less often until you come back.
- **See last sync detail**, in an opened store row, shows exactly what each part reported last time.

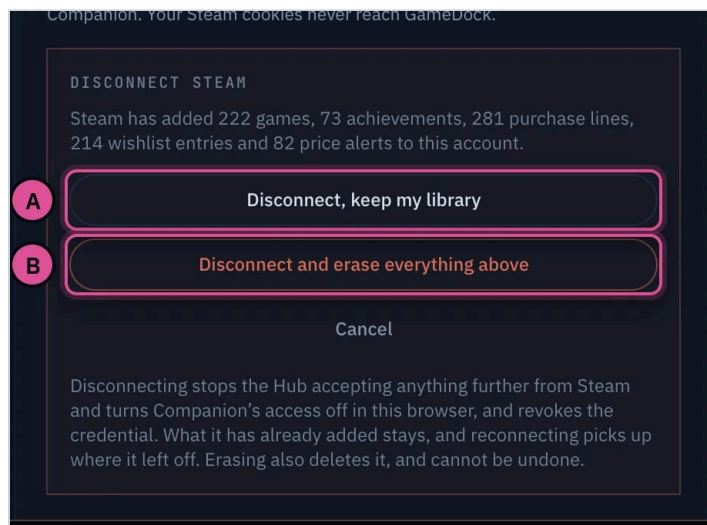
Disconnect a store

Stop GameDock reading a store, and choose whether to keep or erase what it has already brought in.

You can disconnect any store at any time: if an account changed hands, say, or a store has become more clutter than use. You choose whether GameDock keeps what that store has already brought in, or erases it.

Disconnect a store

1. Go to **Settings** → **Sync** and open the store's row.
2. At the bottom of **Connection**, press **Disconnect** (for example **Disconnect Steam**).
3. GameDock counts what the store has added to your account: games, achievements, purchase lines, wishlist entries and price alerts. Choose:
 - **Disconnect, keep my library** **A** stops the store syncing and removes GameDock's access to it, but keeps everything it brought in. Reconnecting later picks up where it left off.
 - **Disconnect and erase everything above** **B** does the same, and also deletes everything that store added. This cannot be undone.



Disconnecting Steam

4. GameDock confirms what it did. In the browser you are using, it also switches the store off in the Companion; if it could not reach the Companion, it says so, and you should switch the store off in the Companion's popup yourself.

IMPORTANT

Export your data first if you might want it later. See [Export your data](#). Erasing a store cannot be reversed.

What erasing keeps

Erasing one store never touches another. A game you also own on another store stays in your library, and so does your own work on it: its name, artwork and play status. Games on disc, save backups and anything GameDock Helper reported stay too, because none of it came from the store. Your library-value history is kept as it is.

Connect a store again

A disconnected store moves to **Not connected** at the bottom of **Settings** → **Sync**.

1. Switch the store back on in the Companion: disconnecting switched it off.
2. Press the store's button under **Not connected**, and follow the store's own steps under [Connecting your stores](#).

For Steam, PlayStation, Xbox, RetroAchievements and Epic Games, signing in to the store in Chrome and pressing **Refresh connections** is enough to reconnect, and each also has its own button under **Not connected**. GOG needs **Sign in to GOG**, beside it under **Not connected**.

PART 3

Your library

Finding your games, reading a game's page, and tidying the library so each game appears once, under the right name.

Browse, search and filter

Find any game in your library by name, store, platform, status or length, and choose how the list is shown.

Library in the sidebar lists every game you own, from every store and platform you have connected, one card per game. A game you own on Steam and on PlayStation appears once, with both logos on its cover.

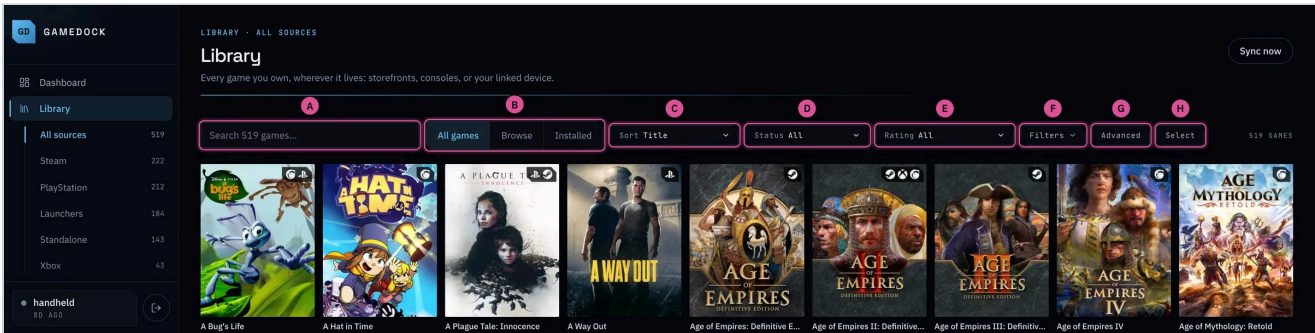
Choose which games to list

The rows under **Library** in the sidebar narrow the list to one place you own games:

- **All sources:** everything.
- **Steam, PlayStation, Xbox, GOG, Epic Games:** games from that store.
- **Physical:** games on disc you have added yourself. See [Games on disc](#).
- **Launchers:** games you play through Lutris or Heroic on a Linux machine with GameDock Helper.
- **Standalone:** PC games installed outside a store launcher, such as the Windows games you run through Lutris, whether or not they keep achievements. For the ones that do, see [Achievements for standalone PC games](#).
- **Emulators:** games you play in an emulator, and RetroAchievements.

Each row shows how many games it holds, and a row with no games is left out. A game can sit under more than one row: a PlayStation 3 game played through RPCS3 in Lutris appears under **PlayStation**, **Launchers** and **Emulators**.

The toolbar



The toolbar above your games

CONTROL	WHAT IT DOES
A Search	Narrows the list to games whose title contains what you type.
B All games, Browse, Installed	All games is the full list. Browse groups games into short shelves (see below). Installed shows only what is installed on your paired Linux device, and appears once GameDock Helper is paired.
C Sort	Title, playtime, completion, recently played, purchase date, Metacritic, Steam reviews, time to beat, play status, or your rating.

D Status	Only games with one play status: Playing, Want to play, Beaten, Completed, Shelved or Abandoned. See Play status and hiding games .
E Rating	Only games you have rated, only those you have not, or only those you rated at least 1, 2, 3 or 4 stars, or 5. See Rate games and keep notes .
F Filters	Opens more filters for the list you are on (see below). Its button shows how many are on.
G Advanced	Builds a search from conditions (see below).
H Select	Lets you pick several games at once to set their status, join them, hide them or add them to a list , or, with Hidden by you on, unhide them.

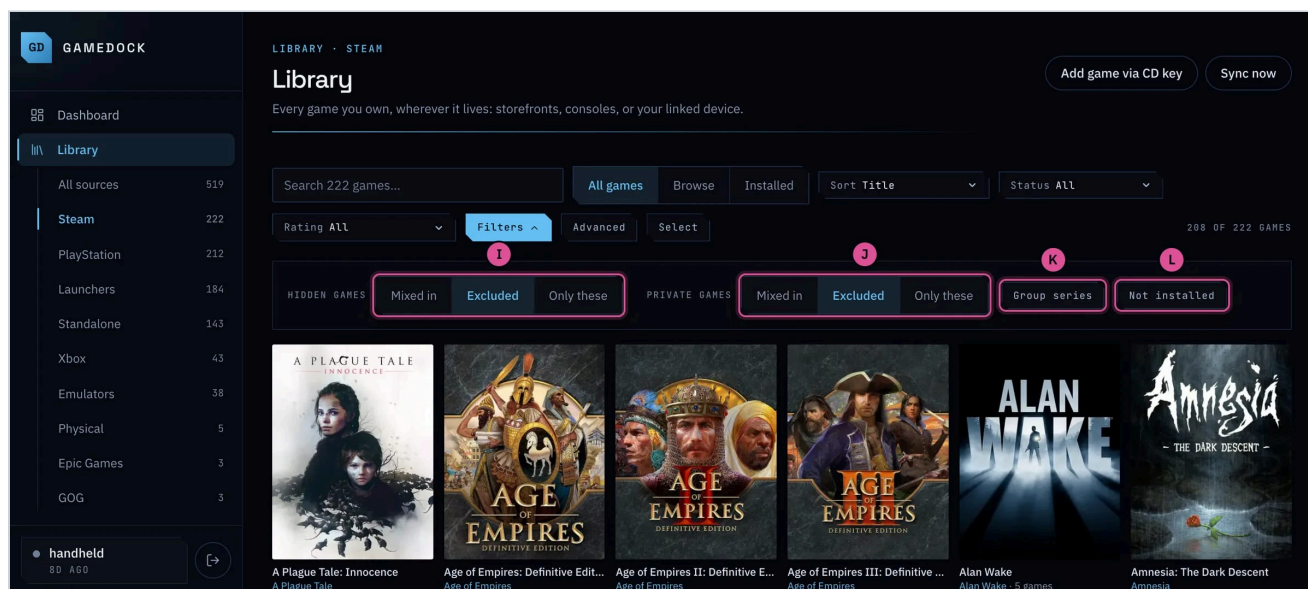
The number of games shown, and how many there are in total, sits at the right of the toolbar.

TIP

GameDock remembers which view you last used for each list, and whether **Group series** is on, in this browser. Search, sort, status and rating start fresh each time you open the page.

Filters

Filters **F** opens a panel whose contents depend on the list you are on. On **Steam** it looks like this:



Filters on the Steam list

- **Hidden games** **I** and **Private games** **J**: games you have hidden or marked private *in the Steam app itself*. Choose **Excluded** to leave them out (the default), **Mixed in** to list them with everything else, or **Only these**.
- **Group series** **K**: offered while **Sort** is on **Title**, and keeps a series together: the Tomb Raider games sort as one run under T, oldest first, instead of scattering across the alphabet. Each card then says where it falls in the run, such as *Tomb Raider · 3/9*.

- **Not installed** **L**: Steam games you own that are not installed on your paired device.
- **Hidden by you**: only the games you hid with **Select** → **Hide**, so you can unhide them. It appears on every list, and only while you have hidden something. See [Play status and hiding games](#).
- **Platform**: one chip per platform your games are on, such as *PlayStation 4* or *PC (Steam)*, when there is more than one to choose from. Under **Emulators** the chips name the emulator, and under **Launchers** a **Launcher** choice picks Lutris or Heroic.

With the panel closed, each filter that is on shows as a small chip under the toolbar. Press a chip's **x** to remove it, or **Clear all** to remove them all.

Advanced search

Advanced **G** builds a search from conditions, each reading *Where ... is ... or is not ...*:

Advanced search, with the ready-made searches under Start from

CONDITION	CHOICES
Owned on	A store, platform or emulator.
Play status	Playing, Want to play, Beaten, Completed, Shelved or Abandoned.
Time to beat	Under 5, 10 or 20 hours, or over 40 hours to finish the main story. Where there is no main-story time, a game still counts as under a limit if it can be finished with extras inside it.
Platform count	More than one, or exactly one.
Steam store link	Whether GameDock has matched the game to its Steam store page.
In Steam library / On Steam wishlist	Whether the game is in your Steam library, or on your Steam wishlist.

Press **Add a condition** for another; every condition has to match. **Start from** offers ready-made searches, such as *Multi-platform* or *Not wishlisted*. **Back to simple search** closes the panel but keeps the conditions working. Press **Clear all** to remove them.

Browse

Browse **B** sets out a few shelves instead of the full list:

- **Continue**: the games you played most recently.

- **Short and unplayed:** games you have never launched that take under 15 hours to finish.
- **Nearly there:** games where you have earned at least 60% of the achievements.

What a card shows

Each card shows the cover, the title, and underneath:

- the **series** the game belongs to, which opens that series' page (see [Game series](#));
- its **status**, the **time played** where the store records it, and **achievements earned** out of the total.

A **Pending review** badge on the cover means you told GameDock which game it is and GameDock has not checked yet; the name and cover are the ones you chose. Games GameDock could not match to IGDB sit in their own **Unmatched** section under the list, with a note above the list saying how many. See [Games GameDock couldn't match](#).

In a list that mixes sources, the logos in the cover's top corner show where you own it. Some sorts add a line: the Metacritic score, the Steam review rating, the time to beat (the main story, or main + extras where that is the only time there is), or the purchase date. Open a card for [the game's own page](#).

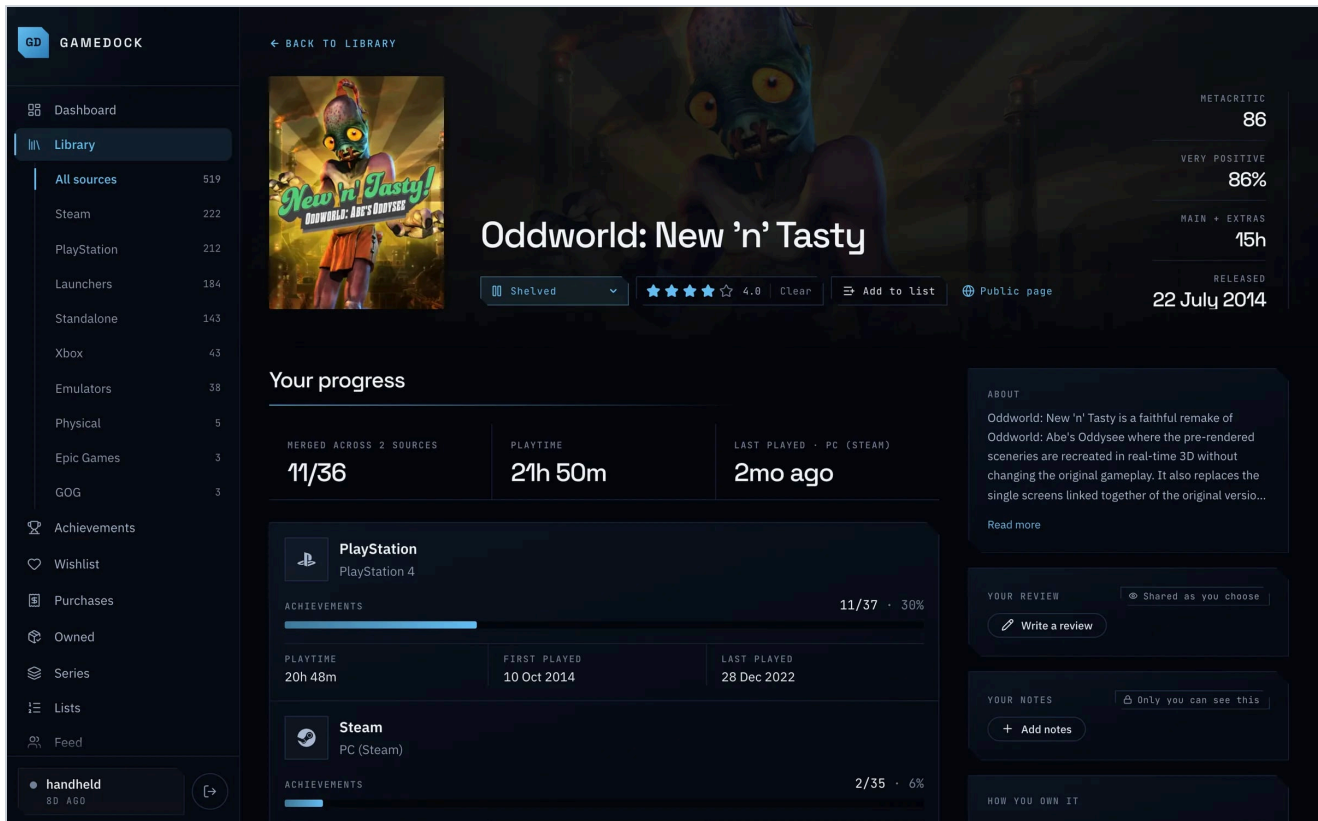
If the list is empty

Your library is empty means nothing has synced yet, so connect a store and run a sync first ([Connect Steam and run your first sync](#)). **No games match** means a search or filter is hiding everything: empty the search box, set **Status** and **Rating** back to **All**, and press **Clear all** under the toolbar to remove the rest. If **Advanced** shows a number, open it and press **Clear all** there too.

A game's page

What each part of a game's page shows: your progress, when you played it, its achievements, how you own it, what it costs now, and your device.

Open any game in your library to see everything GameDock knows about it, gathered from every place you own it. The main column is about how you have played it; the column on the right is about owning it.



The top of a game's page

Across the top

- The **cover**: hover over it and press the pencil to [change the artwork](#).
- The **title** and its **play status** (see [Play status and hiding games](#)).
- **Your rating**, in stars, beside the play status (see [Rate games and keep notes](#)).
- **Add to list**, beside the rating, to put the game on your lists or take it off (see [Make lists of games](#)).
- Up to four figures: the **Metacritic** or critics' score, the **Steam review** rating, how long the **main story** takes according to players' times on IGDB (or **main + extras**, when that is the only time there is), and when it was **released**. They sit beside the title on a wide screen and in a row under it on a narrower one.

← **Back to library** returns you to the list you came from, where you left it.

A game GameDock could not match to IGDB has no description, release date or time to beat, and its page opens with **Which game is this?** instead. See [Games GameDock couldn't match](#).

Your progress

Your achievements, total playtime and when you last played, added up across every place you own the game. The table beneath gives each source its own row: achievements, playtime, and when you first and last played it there. Where a store says which edition your copy is (a Deluxe Edition, say), it is named beside that source. So is a copy on a console the game was ported to: a PlayStation 4 copy of *Cities: Skylines* shows on the game's card, named as the *PlayStation 4 Edition*. On a narrow screen each source is a card instead, with the same figures.

A Steam row with no achievements to show says why:

- *not checked yet* means GameDock has not fetched that game's achievements yet. Games you have never played are checked in the background, a batch at a time, so this usually fills in within a few days; playing the game moves it to the front of the queue.
- *not read yet* means your Steam profile is private, so Steam won't share your achievements with GameDock, and GameDock Companion has not read this game yet. See [Steam achievements on a private profile](#).
- *couldn't be read* means Steam answered with an error the last time GameDock asked. The next Steam sync asks again.
- *No achievements* means Steam lists none for the game.

When GameDock knows how many achievements the game has, the row says so above, such as *30 available*.

Play history

Under the progress table, **Play history** shows when you played the game, as far back as GameDock has been recording it, on either plan.

GameDock does not see play sessions. Each sync reads a total from each store or device, and when that total has grown, it records one entry: the minutes it grew by, the day you last played, and when the sync noticed. An entry can be one sitting or several, so the section says *Recorded per sync*.

- The figure above the chart is the time recorded since the first entry, with any time played before recording began beneath it.
- The chart shows minutes per week, or per month once there is more than half a year of history. The current week or month is the brighter bar.
- Before anything is recorded, the section shows the time already on record from before tracking and when you first played.
- Each entry names its store or device, and that source's total after the sync. **Show older** loads more.

Play from before GameDock started recording is in your total but has no entries. The panel says how much, next to the total it comes from. A game joined from several entries shows one history for all of them.

Achievements

Every achievement or trophy for the game, in the order its platform lists them.

- When you own the game in more than one place, a row of buttons picks the platform. Collections that hold several games get a second row, one button per game.
- **Search achievements...** finds one by name, and **All**, **Earned** and **Locked** narrow the list.
- Each achievement shows its icon, description and when you earned it, and how rare it is among players where the platform says. PlayStation trophies show their grade, Xbox achievements their Gamerscore.
- On Xbox games with artwork, press an achievement's picture to page through the art full screen.

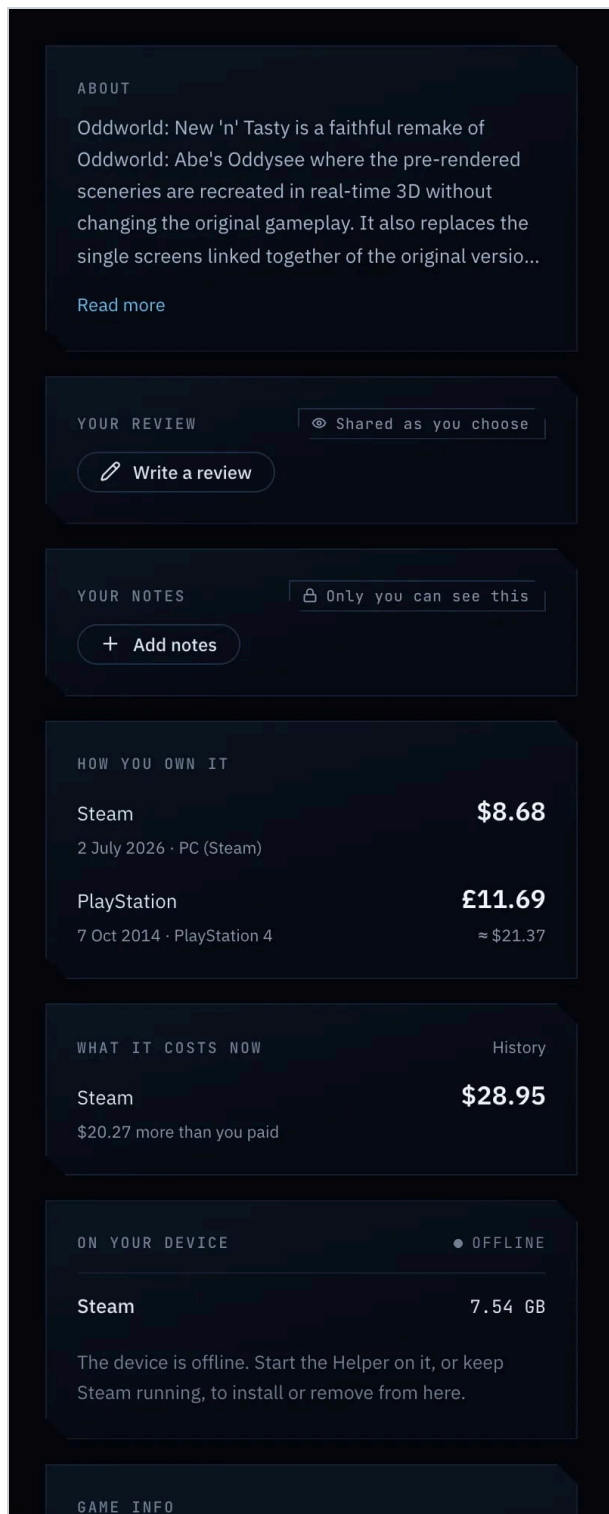
Steam DLC and bundles

For Steam games, **Steam DLC** lists every add-on with whether you own it and what it costs, with any sale marked beside the price; the count of how many you own sits beside the search. It is searchable, and filterable to **Owned**. **Steam bundles** lists the bundles the game is sold in, how much of each you already own, what you would pay for the rest, and the saving Steam gives on the bundle (**10% saving**, say). DLC ownership is read through GameDock Companion, so it stays current only while the Companion can reach your Steam store session.

Cloud saves

If GameDock Helper has backed up your saves for this game, **Cloud saves** lists each version with when and from which device it was saved. Press **Download** beside a version to get it as a file. See [Back up your saves](#).

The right-hand column



The right-hand column

- **About:** a short description. **Read more** opens the whole of it.
- **Your review:** what you thought of the game, for the people you share your ratings and reviews with. **Shared as you choose** beside its heading opens your sharing settings. See [Write reviews](#).
- **Your notes:** anything you want to remember about the game, which only you can see. See [Rate games and keep notes](#).

- **How you own it:** one line for each copy: which store, what you paid, and when. A price charged in another currency has your own currency's figure under it. A PlayStation game notes whether it came through PlayStation Plus, a GOG or Epic game bought with others says it was part of an order, and a disc lists its condition. **Add it** beside a disc with no price opens it so you can record one. On the free plan, what you paid more than a year ago is hidden behind a **Plus** marker.
- **What it costs now:** the current Steam price, any discount, and how it compares with what you paid. **History** shows how the price has moved. If the game is on your Steam wishlist you can set a price to be told about here. See [Wishlist prices and alerts](#).
- **On your device:** shown when GameDock Helper is paired. Where the game is installed and how much space it takes, with buttons to install it through Steam or add it to Steam. See [Install a game from the hub](#).
- **Game info:** the series it belongs to, its sort title, when it was added to your library, how long the game takes to beat (the main story, with extras, and everything) from players' times on IGDB, and the store accounts it is linked to. If it is joined with other entries, **Joined with** lists them (see [Fix duplicate games](#)). At the bottom, **Hide this game** takes it off your library and out of your totals, and **Unhide** puts it back; **Hide this game from others** keeps it in your library but off everything other people see. See [Hide games you do not want counted](#).

A game with no Steam price

A game that did not come from Steam gets its Steam price once GameDock has matched it on IGDB, which names the game's Steam store page. If a game has no Steam price, either it was never sold on Steam or GameDock has not matched it yet; for the second, see [Games GameDock couldn't match](#).

Games GameDock couldn't match

Tell GameDock which game an unmatched one is, or that it isn't on IGDB, and what happens while it checks.

GameDock fills in each game's description, release date, critic score, time to beat and series from IGDB, a large games database. It matches almost every game by itself, from the store's own id for it or from its exact name. When it cannot be sure which game something is (often a mod, homebrew, a fan translation, or a game whose store gives it an unusual name), it leaves the game unmatched rather than guess. You can tell it which game it is.

Find your unmatched games

When the list holds any unmatched games, a note above your library says how many. Press **Show unmatched games** to jump to them: they sit in their own **Unmatched** section under the rest of the list. This works under **All sources** and under each store or platform, in the **All games** and **Installed** views.

Tell GameDock which game it is

1. Open the game from the **Unmatched** section.
2. At the top of its page, **Which game is this?** lists the games GameDock thought it might be, with the platforms each came out on. Any released on the platform you own it on come first, under **Matches synced platform**.
3. If the right game is not listed, type its name into **Search IGDB** and press **Search**. Try the title as the box or the store page writes it.
4. Press **This one** beside the right game.

GameDock then checks your choice. Until it has, you see that game's name, cover, description, release date and time to beat on its page and in your library, with a **Pending review** badge on its card. Only you see them: nobody else who owns the game sees your choice, and your public profile does not show the game until it is matched.

Changed your mind? Press **Pick a different game** on the game's page to choose again, or **Withdraw** to take your choice back.

NOTE

A name or cover you set for the game yourself stays, whatever you match it to. See [Rename a game or change its artwork](#).

If the game is not on IGDB

Some games never will be: a tool, a mod, homebrew, or something you made yourself. Press **It's not on IGDB** on the game's page instead. The game stays in the **Unmatched** section marked **Reported**, and stops counting in the note above your library. Once GameDock agrees, it leaves the section for good.

After GameDock checks

- **If your choice is right**, the game is matched for everyone who owns it, and the **Pending review** badge goes away. There is nothing more to do.
- **If it is not**, the details go away, the game goes back to the **Unmatched** section, and its page says why. GameDock may also email you the reason; reply to that email if you think it got it wrong. You can choose another game, but not the same one again.

A game can only be reviewed once it is matched, so that everyone reading knows which game you mean. See [Write reviews](#).

Fix duplicate games

Join two entries that are the same game into one, split them apart again, or pull a platform off the wrong game.

GameDock matches a game you own in several places (the same game on Steam and PlayStation, say) into one card automatically. Occasionally it keeps two entries apart that you think of as one game, such as a game and its Game of the Year edition, or joins a platform to the wrong game. You can fix both yourself.

A game released again for another console counts as the same game. A PlayStation 4 copy of *Cities: Skylines* shows under that name and joins your PC copy, even though it is listed separately as the *PlayStation 4 Edition*. A game sold under another name where you live keeps that name: a European *DanceStar Party* is not renamed to *Everybody Dance*, its American title, and if you own it under both names they are still one card.

Nothing on this page deletes anything. A join changes only how *your* library shows the games; the entries underneath stay exactly as they were, and you can undo a join at any time.

NOTE

Remasters and remakes are kept apart on purpose: they are separate games, with separate achievements. Join them only if you would rather see one card.

Join two entries into one game

The quickest way is from the library:

1. In **Library**, press **Select**.
2. Click the cards you want to join. Shift-click selects a run of cards.
3. In the bar at the bottom of the screen, press **Join as one game**.
4. Check the **Title for the joined game** (it starts as the first card's title) and press **Join 2** (it names how many cards you picked).

The cards become one, with their playtime and achievements together. A join can hold up to 12 games.

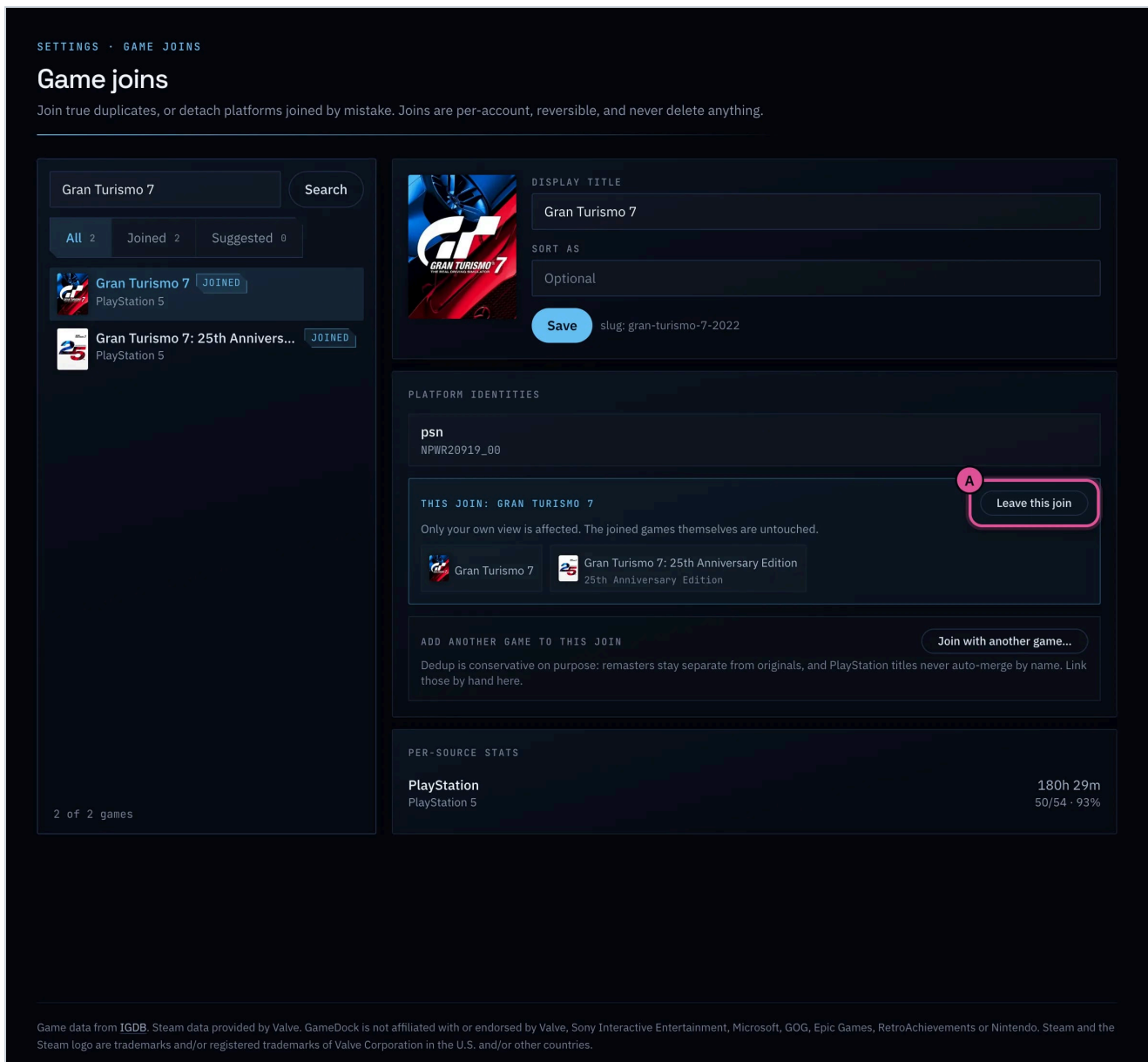
You can also join from **Settings** → **Game joins**: find one of the games, choose **Join with another game...**, type the other game's name under **Other entry to join in** and pick it from the list, set the **Join display title** (**Use current title** and **Use other title** fill it in for you), and press **Join "... with this game**, which names the other game.

Use a join someone else made

If other players have already joined the same two games, **Settings** → **Game joins** lists the game under **Suggested**. Open it and press **Use this join** under **Suggested joins**. There is no need to build it yourself. Nobody else can see your library or your joins; only the pairing is shared.

Undo a join

1. Go to **Settings** → **Game joins** and find the joined game. **Joined** at the top of the list shows only games you have joined.
2. Press **Leave this join** **A**.



Settings → Game joins, with a joined game selected

The games go back to being separate cards, with nothing lost, and GameDock will not suggest that pairing to you again.

Pull a platform off the wrong game

Leaving a join is for games *you* joined. If GameDock itself attached a platform to the wrong game (your PlayStation copy of one game showing up on another), use **Detach...** instead. It is listed beside each platform under **Platform identities** when a game has more than one. Confirm, and that platform moves onto an entry of its own, taking its playtime and achievements with it.

Collections sold as one game

Some PlayStation products hold several games you choose between from their own menu: *Resident Evil Origins Collection* is two games in one. GameDock shows them as one card, because that is what you bought, with each game's trophies in its own section.

If you would rather see the games separately (because you own them elsewhere too, perhaps), open the collection's page and, under **Games in this collection** in the right-hand column, choose **Split into N games...** Each game becomes its own card with its own trophies and playtime. To put them back, open any of them and choose **Merge back into "..."** in the same place.

GameDock does not offer to split a collection when that would leave you with duplicates, such as when you also own the collection as a single game elsewhere.

Rename a game or change its artwork

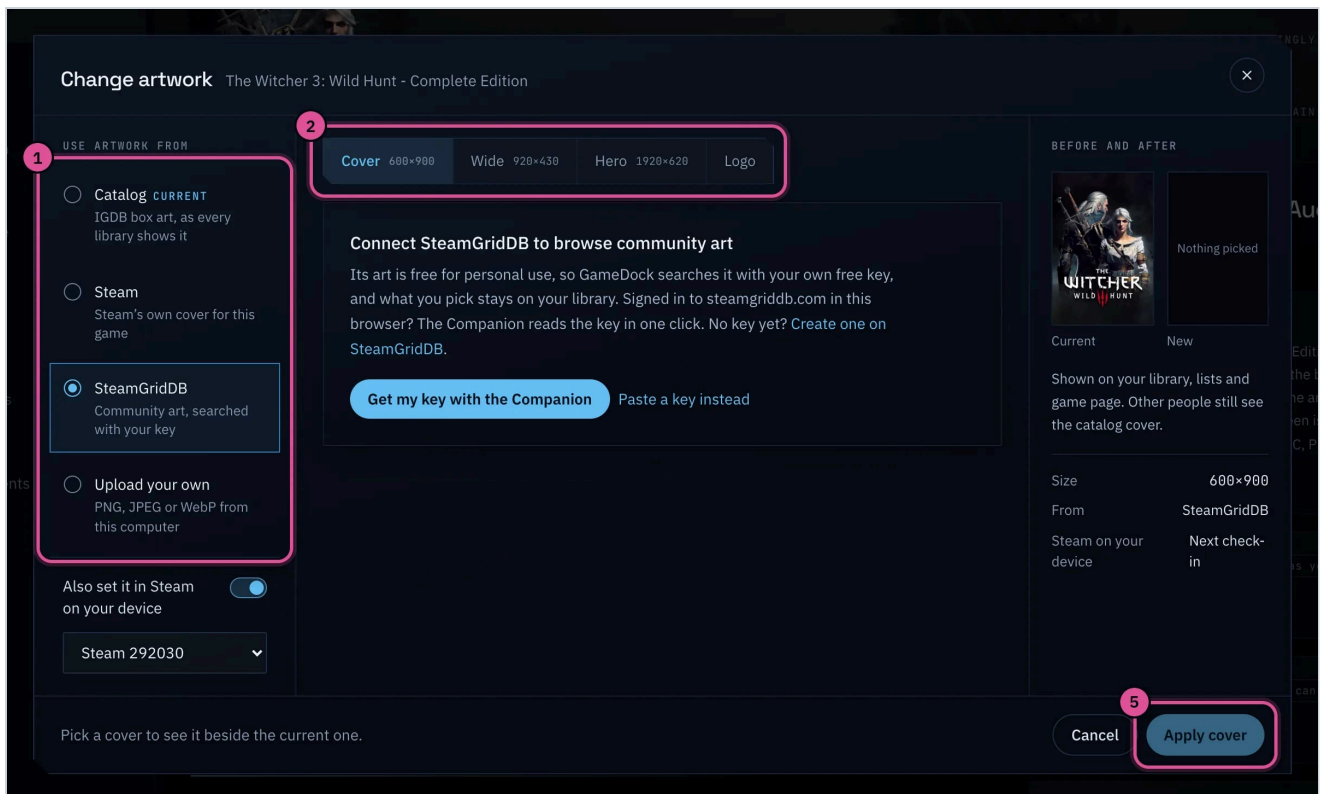
Give a game the name and cover you want, and choose how it sorts.

Every game arrives with the name its store gives it, and box art from GameDock's catalogue so your whole library looks consistent. You can change either, and choose where a game sorts. Your changes are yours alone: nobody else sees them.

Change a game's cover

1. Open the game's page, hover over its cover, and press the pencil (**Change artwork**).
2. Under **Use artwork from** **1**, choose where the image comes from: **Catalog**, GameDock's own box art; the cover a store you own the game on gives it (Steam, PlayStation, Xbox or RetroAchievements); **SteamGridDB**, a large library of community-made artwork searched with your own free SteamGridDB key; or **Upload your own** (a PNG, JPEG or WebP of up to 20 MB, cropped to fit automatically). The one in use is marked **Current**.
3. For SteamGridDB or an upload, choose which kind of image to change **2**: **Cover** is the tall cover used across GameDock; **Wide**, **Hero** and **Logo** are the other shapes Steam uses.
4. Pick an image. On **SteamGridDB**, search for the game if the right one is not already shown; each cover is marked with how closely it matches the current one. **Before and after** shows it beside the cover you have now.
5. Press **Apply cover** **5**, or **Apply wide**, **Apply hero** or **Apply logo**.

The **Cover** previews are drawn in Steam's 2:3 shape (600×900), because that is the frame a cover fills in Steam. GameDock's box art is 3:4, so when the current cover or an image you upload is another shape, the panel says so: check the preview for cropped edges, or choose a SteamGridDB cover instead, since those are already 600×900.



Changing a game's artwork

TIP

To go back to GameDock's own cover after choosing a store's, choose **Catalog** and apply it, or press **Back to the catalog cover** at the bottom of the panel.

Add your SteamGridDB key

SteamGridDB's artwork is free for personal use, so GameDock searches it with your own key rather than a shared one. The first time you choose **SteamGridDB** without one, the panel shows how to add it:

1. Sign in at steamgriddb.com in the same browser. If you have never made an API key, create one on its [API preferences page](#).
2. Press **Get my key with the Companion**. GameDock Companion reads the key from your SteamGridDB account once and sends it to your GameDock account. If the Companion asks, allow it to read steamgriddb.com.
3. The panel searches straight away.

Without the Companion, press **Paste a key instead**, or copy the key from the API preferences page and paste it into **SteamGridDB artwork** at the bottom of **Settings** → **Sync**, then press **Save key**. **Remove key** there takes it away again.

NOTE

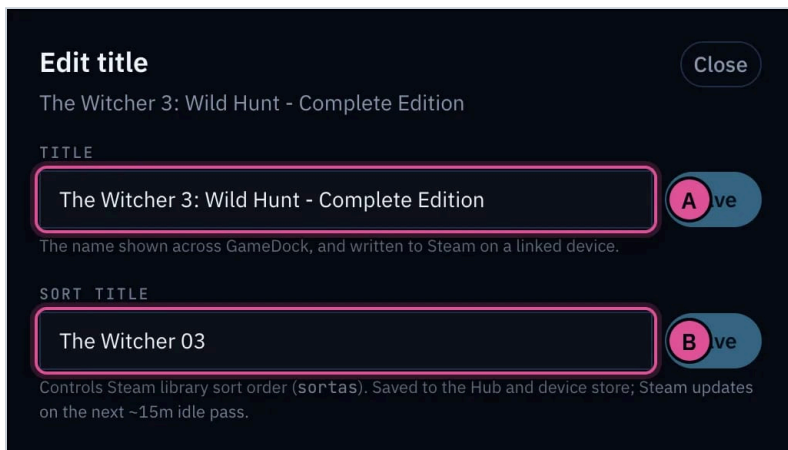
Covers you choose from SteamGridDB are kept for your library only. Nobody else sees them, and GameDock never uses SteamGridDB for the covers everyone else sees.

With GameDock Helper paired, you can also send the new artwork to the Steam library on your device: leave **Also set it in Steam on your device** on, and pick which Steam entry it is for under it if there is more than one. Writing artwork to your device is part of GameDock Plus.

Rename a game, or change where it sorts

The quickest way is from the game's page, for games that came from Steam:

1. In **Game info**, press the pencil beside **Sort title (Edit titles)**.
2. Change the **Title** **A** and press **Save** beside it.
3. Change the **Sort title** **B**, what the game is alphabetised by, and press **Save** beside it.



Editing a game's title and sort title

With GameDock Plus and GameDock Helper paired, a new title is also written to Steam on your device, where it appears within about fifteen minutes.

For any other game, use **Settings** → **Game joins**: find the game, change **Display title** or **Sort as**, and press **Save**. Leave **Sort as** empty to sort by the title.

NOTE

To make your whole Steam library use the names and order GameDock shows, not just one game, see [Steam names, order and artwork](#).

Play status and hiding games

The six play statuses, which four GameDock works out from your play and which two are yours to set, how to set one yourself, and how to hide a game you do not want listed and show it again.

Play status

Every game in your library has one of six play statuses:

STATUS	MEANS
Playing	You are playing it now.
Want to play	You own it and have not really started it.
Beaten	You have finished the main story or goal.
Completed	You have done everything you mean to: every achievement, say, or 100%.
Shelved	You have put it down for now and mean to come back.
Abandoned	You have stopped for good.

Unless you choose one yourself, GameDock works a game's status out from how you have actually played it, so you do not need to keep it up to date: it changes as you play. It only ever works out four of them:

STATUS	WHEN GAMEDOCK GIVES IT
Completed	You have earned every achievement. Only games with achievements can be completed this way.
Playing	You have played it for at least 15 minutes in one of the last four weeks, or Steam reports at least 15 minutes in the last two, or you have started it and played it at all in the last four weeks.
Shelved	You have started it (played an hour in all, or 15 minutes or more in a week since GameDock began recording) but not played it at all in the last four weeks.
Want to play	Everything else: games you own and have not really started.

Beaten and **Abandoned** are yours to set. No store says when you have finished a game's story, and however long a game sits untouched, only you know whether you are coming back to it, so GameDock calls a game you have stopped playing **Shelved** and leaves it to you to say more.

The status shows on each card in **Library**, next to the title on the game's page, and in **Status** on the Library toolbar, which narrows the list to one status. Each status has its own small icon beside its name.

Sort → **Play status** orders them Playing, Want to play, Beaten, Completed, Shelved, Abandoned.

Set a status yourself

When the worked-out status is wrong (a game you finished that has no achievements, or one you gave up on last week), choose your own:

- **On a game's page**, open the status menu next to the title and pick any of the six.
- **For several games at once**, press **Select** in **Library**, click the games, and choose from **Set play status...** in the bar at the bottom.

A status you set stays until you change it, whatever you play, and it is the one the cards, the **Status** filter and the **Play status** sort all use. It is yours alone: nobody else's library changes.

To go back to the worked-out status, pick **Let GameDock decide**, at the bottom of the game page's menu once you have set a status, or in **Set play status...** for several games. The menu shows a game's status the same way whether you set it or GameDock worked it out; hover over it to see which. There is no blank status: a game you have not classified always has the one worked out from your play.

If you set statuses before GameDock had six, they moved across on their own: Backlog became **Want to play**, Finished became **Beaten** and Dropped became **Abandoned**. **Events** still lists those older changes, under the new names.

Hide games you do not want counted

Hide a game you never want to see or count: a test app, a game you were given by mistake, a bundle extra you will never play. A hidden game is off your library and out of every total:

- the game counts in the sidebar, on the dashboard and on **Library** and **Achievements**;
- your playtime and achievement totals, and the dashboard's week of play and unlocks;
- your library's value today, and its value history from now on, add-ons for the game included.

What you paid for it still counts. Money you spent is real, so a hidden game's purchases stay in **Purchases**, **Owned** and every spending total. Hiding changes nothing on the stores themselves, and nobody else's library is affected.

GameDock also leaves a few things out of your library by itself, because they are not games you own: Steam DLC that arrives as an app of its own, demos, betas and playtests, apps and tools a store sells beside its games, and passes that let a friend join your game. They are counted nowhere, and they are not listed under **Hidden by you**, which holds only what you hid.

To hide one game, open its page and press **Hide this game** at the bottom of **Game info**. The page then shows **Hidden** beside the play status.

To hide several at once:

1. In **Library**, press **Select**.
2. Click each game you want to hide. Shift-click selects a run of cards.
3. In the bar at the bottom of the screen, press **Hide**.

The games disappear from your library and its totals straight away. There is no confirmation, but the message at the bottom of the screen that says *Hid 2 games* has an **Undo** button for a few seconds. Press it to put them straight back.

Hiding a card that joins several games hides it as the one game it shows as. A game stays hidden when it syncs again, and when it is split into separate games or put back together.

Show a hidden game again

1. In **Library**, press **Filters** and turn on **Hidden by you**. It only appears while you have hidden something. The list now shows just the games you hid, whichever view you were on.
2. Press **Select** and click the games you want back, or **Select all**.
3. Press **Unhide** in the bar at the bottom of the screen.

Or open the game's page and press **Unhide** at the bottom of **Game info**. The games return to your library and its totals straight away. Turn **Hidden by you** off, or press **Clear all**, to see the rest of your library again.

Hidden games in the Steam list's **Filters** is something different from **Hidden by you**: it is the list of games you have hidden *in the Steam app*, which GameDock leaves out by default and can show again with **Mixed in** or **Only these**.

Hide a game from others only

To keep a game in your library and your totals but off your profile and anything else other people see, open its page and press **Hide this game from others**, under **Hide from others**. Press **Show to others** to undo it. See [Share your profile](#).

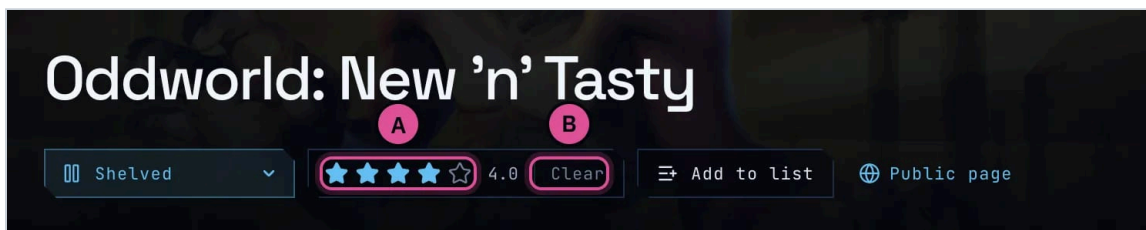
Rate games and keep notes

Give a game up to five stars in half steps, sort and filter your library by them, and keep private notes on any game.

Rate any game in your library from half a star to five stars, and keep notes on it: where you left off, what to try next, what you made of it. Your ratings and notes are yours: nobody else's library changes, other people see your ratings only if you share them (see [Privacy and sharing](#)), and your notes are never shown to anyone but you.

Rate a game

Open the game's page. The stars **A** sit next to the play status, under the title, marked **Rate** until you have rated the game and with your rating as a number after, to one decimal place (**3.5**, **4.0**).



Four stars, with Clear beside them

- **With a mouse or a touch screen**, press the left half of a star for a half star or the right half for a whole one. Pressing the right half of the fourth star gives the game four stars; the left half of it gives three and a half.
- **With the keyboard**, press Tab until the stars are highlighted, then:

KEY	WHAT IT DOES
Right or Up arrow	Half a star more
Left or Down arrow	Half a star less
Page Up / Page Down	A whole star more or less
1 to 5	That many stars
Home / End	Half a star / five stars
Delete or Backspace	Clears the rating

Your rating is saved a moment after you stop changing it. To take a rating away, press **Clear** **B** beside the stars.

Every change of rating is listed in **Events**, under **Library**.

Sort and filter by rating

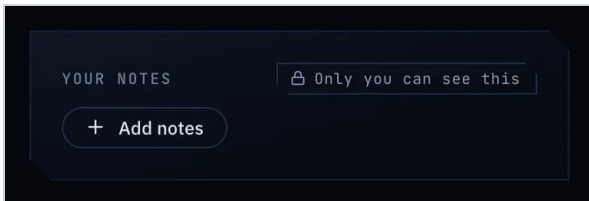
In **Library**:

- **Sort** → **Your rating** puts the games you rated highest first and the ones you have not rated last. While it is on, each card says what you rated it.
- **Rating** on the toolbar narrows the list to games you have rated, games you have not, or games you rated at least 1, 2, 3 or 4 stars, or 5 stars.

See [Browse, search and filter](#) for the rest of the toolbar.

Keep notes on a game

Your notes is on the right of the game's page, under **About** and your review.



Your notes, which only you can see

1. Press **Add notes**, or **Edit notes** once there are some.
2. Type whatever you want to remember. Line breaks are kept.
3. Press **Save** (or Cmd+Enter on a Mac, Ctrl+Enter elsewhere). **Cancel** leaves the notes as they were.

A note can be up to 10,000 characters; the count under the box turns red past that, and **Save** stays off until it is shorter. To delete a note, clear the box and save it.

Notes are plain text. Nothing you type is turned into a link, bold text or anything else: it is shown exactly as you wrote it.

NOTE

Only you can see your notes. They are on the game's page and in your data export, and nowhere else: not in your API, not in **Events**, and not on anything anyone else can see. To write something others can read, write a review instead. See [Write reviews](#).

Joined games

A card that joins several entries into one game is rated and noted as one game. The rating and notes are kept on every entry in it, so if you later take an entry back out of the join, it keeps them. If you had given the entries different notes before joining them, the page shows them one after the other, and saving makes them one note.

Ratings and notes also stay with a game when GameDock merges two entries that turn out to be the same game, and when a collection you split apart is put back together.

In your export and API

- Your data export has a **Ratings and notes** file: every game you have rated or written notes on, with the notes in full. The **Library** file also has a `rating` column. See [Export your data](#).

- Your read-only API gives each game's rating , in stars, and never your notes. See [The GameDock API](#).

Ratings and notes are part of both plans.

Write reviews

Write one review of a game for others to read, mark its spoilers, and see who can read it and what they see.

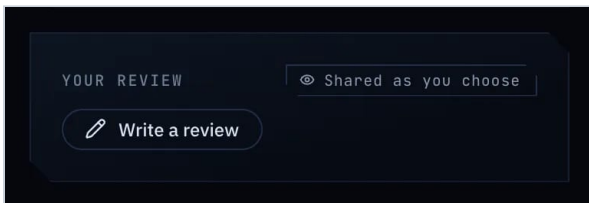
Write a review of a game for other people to read: what you made of it, for anyone deciding whether to play it. You write one review of each game, and you can change it or take it down whenever you like.

A review is not the same as your notes. Notes are only ever yours; a review is shown to the people you share your ratings and reviews with.

Write a review

Your review is on the right of the game's page, under **About** and above your notes.

1. Press **Write a review**.
2. Type your review. Line breaks are kept, up to 8,000 characters.
3. If it gives away anything about the story or the ending, tick **Contains spoilers**.
4. If you like, say what you **Played on**. The platforms you have the game on are offered as you type, and you can write any other.
5. Press **Publish**.



A published review on the game's page

To change it later, press **Edit review**, change what you want and press **Save**. The review keeps the date you first published it and is marked *edited*. To take it down, press **Delete**, then **Delete it**; a deleted review is gone for good, with its likes.

Publishing a review is listed in **Events**, under **Library**. Editing one is not.

Any game GameDock has matched to its catalogue can be reviewed, even one that is not in your library: you may have played it on a friend's console. A game GameDock has not matched cannot, because nobody reading it could tell which game you meant; the panel says so. To get one of your games matched, see [Games GameDock couldn't match](#).

What a review may say

Reviews are plain text: nothing you type becomes a link, bold text or anything else. Ordinary swearing is fine. Slurs and hateful words are refused, and so is more than two web addresses, or any at all while your account is less than a week old. If your review is refused, the message says why and your text stays in the box.

Who can read it

Your reviews are shared with your ratings: the **Ratings and reviews** setting in **Account** → **Privacy** → **Sharing** decides who sees them. The link at the top of the panel goes there. Until you share them, nobody else can read your reviews; they are saved, and appear as soon as you share.

Shared reviews are on your profile: a **Reviews** tab, your three latest on the overview, and each review at its own address, `/community/user/<username>/review/<game>`. They also appear on the game's public page, for the same people. See [Public game pages](#).

A review of a game you have hidden from others is never shown to anyone, whatever your settings say. See [Share your profile](#).

What readers see

- **Your stars.** Your current rating of the game, so the review and the rating never disagree.
- **Played X h.** How long you have played, measured from your stores, and shown only when you also share your playtime.
- **Spoilers folded.** A review marked *Contains spoilers* shows **Show review (contains spoilers)** until the reader opens it, and its description in search results and link previews just says it contains spoilers.
- **Likes.** Anyone signed in who can read your review can like it with the heart; you cannot like your own. Only the number is shown: nobody sees who liked it. There are no comments.

If a moderator steps in

Anyone who reads your review can report it to a moderator. A review a moderator hides says **Hidden by moderation** on your game page, and nobody else can see it; you are emailed why. Editing it sends it back to a moderator to look at again, but does not bring it back on its own. A moderator can also mark a review as containing spoilers; you then cannot untick the box. See [Report or block someone](#).

In your export

Your data export has a **Reviews** file: every review you have written, in full, with its spoiler flag, platform, dates and likes. See [Export your data](#).

Reviews are part of both plans.

Public game pages

See what people who share their ratings think of a game: its community rating, reviews, First to 100% and the lists it is on.

Every game GameDock can match to IGDB can have a public page: what people who share their ratings think of it, their reviews, who finished every achievement first, and the lists it is on. It is the page to send a friend who asks whether a game is any good.

Anyone can read a public game page, signed in or not.

Open a game's public page

Press a game on anyone's profile, or the cover beside a review. From a game in your own library, press **Public page** beside its rating, at the top of its page. A game's page lives at `/community/game/<game>`.

A game has a public page only once something about it is public: it is in a library someone shares, someone shares a rating or a review of it, or it is one of someone's favourite games. A game only private accounts have has none, and neither has a game found only on someone's device or one GameDock could not match, since its name may be a file name. Anyone else sees the same **Not found** page as for a game that does not exist. If you can see a page nobody else can yet, it says so.

The screenshot shows the public game page for 'Oddworld: New 'n' Tasty' on the GameDock website. The page layout includes a top navigation bar with links like 'Features', 'How it works', 'Pricing', 'Compare', 'FAQ', 'Community', and an 'Open library' button. Below this is a sub-navigation bar with 'Overview', 'Lists', 'Leaderboards', 'Following', and the current game title 'Oddworld: New 'n' Tasty'. A search bar is also present.

The main content area features a game cover on the left. To the right of the cover, the game title 'Oddworld: New 'n' Tasty' is displayed with the year '2014'. Below the title is a brief description: 'Oddworld: New 'n' Tasty is a faithful remake of Oddworld: Abe's Oddysee where the pre-rendered sceneries are recreated in real-time 3D without changing the original gameplay. It also replaces the single screens linked together of the original version into a true 2.5D side-scrolling game. While there are various enhancements and details to...'. There are links for 'Read more', 'MAIN + EXTRAS' (15h), and 'COMPLETIONIST' (24h).

On the right side of the main content, there is a 'COMMUNITY RATING' section showing a score of 3.3 with 7 ratings. Below this is a 'YOUR RATING' section with a 4-star rating and a note 'People you follow: 3.3 / 5 from 4 ratings'. A button 'Rate, review or add it to a list' is also visible.

At the bottom, there is a 'Reviews' section which currently shows 'No reviews yet'. To the right of the reviews is a 'What people set it to' section with two items: 'Want to play' (2) and 'Completed' (2). Below this is a 'First to 100%' section with a trophy icon and the text 'Every achievement, unlocked on Steam or PlayStation, earliest first'.

A public game page

The community rating

PUBLIC RATINGS

WHAT THE PAGE SHOWS

None

No ratings yet

One to four

How many there are

Five or more

The average out of five, in stars, and how many there are

Only ratings their owners share with **Everyone** count, so everyone sees the same figure. A rating counts when it is on a game the owner has from a store or on their shelf, or beside their review, not a game they hid from others.

If you are signed in you also see **Your rating**, and the average of the people you follow whose ratings you can see. For a game in your library, **Rate, review or add it to a list** takes you to its page in your library.

What people set it to, beside the reviews, says how many people set the game to **Playing, Beaten** and so on: statuses they chose themselves, on libraries shared with everyone. It never shows how many people own a game, or how long anyone played it.

A long description is cut short; **Read more** shows all of it.

Reviews

The most-liked reviews are on the page, spoilers folded until you open them. **All reviews** shows every one you can read, **Popular** (the most likes in the last 30 days first) or **Recent**. You can like and report a review as on a profile. Reviews a moderator hid, and reviews by an account you blocked or that blocked you, are left out. See [Write reviews](#).

First to 100% and lists

First to 100% lists who unlocked every achievement first on Steam, PlayStation, Xbox or RetroAchievements (the line under it names only the stores the places shown were earned on): among everyone on the leaderboards, and among the people you follow. See [Leaderboards](#). **On lists** shows up to four lists holding the game that you can see.

In search results and links

A game's page appears in search results once it has a public review or five public ratings, with its rating when it has one. Shared links show its cover, and its rating from five ratings.

Public game pages are part of both plans.

Make lists of games

Make your own lists of games, ranked or not, add to them from a game's page or the library, put them in order and note why each game is there.

Make your own lists of games: what to play next, favourites, a top ten, games to finish before a sequel comes out. A list has a name, an optional description, and the games on it in the order you choose, each with a short note if you want one.

NOTE

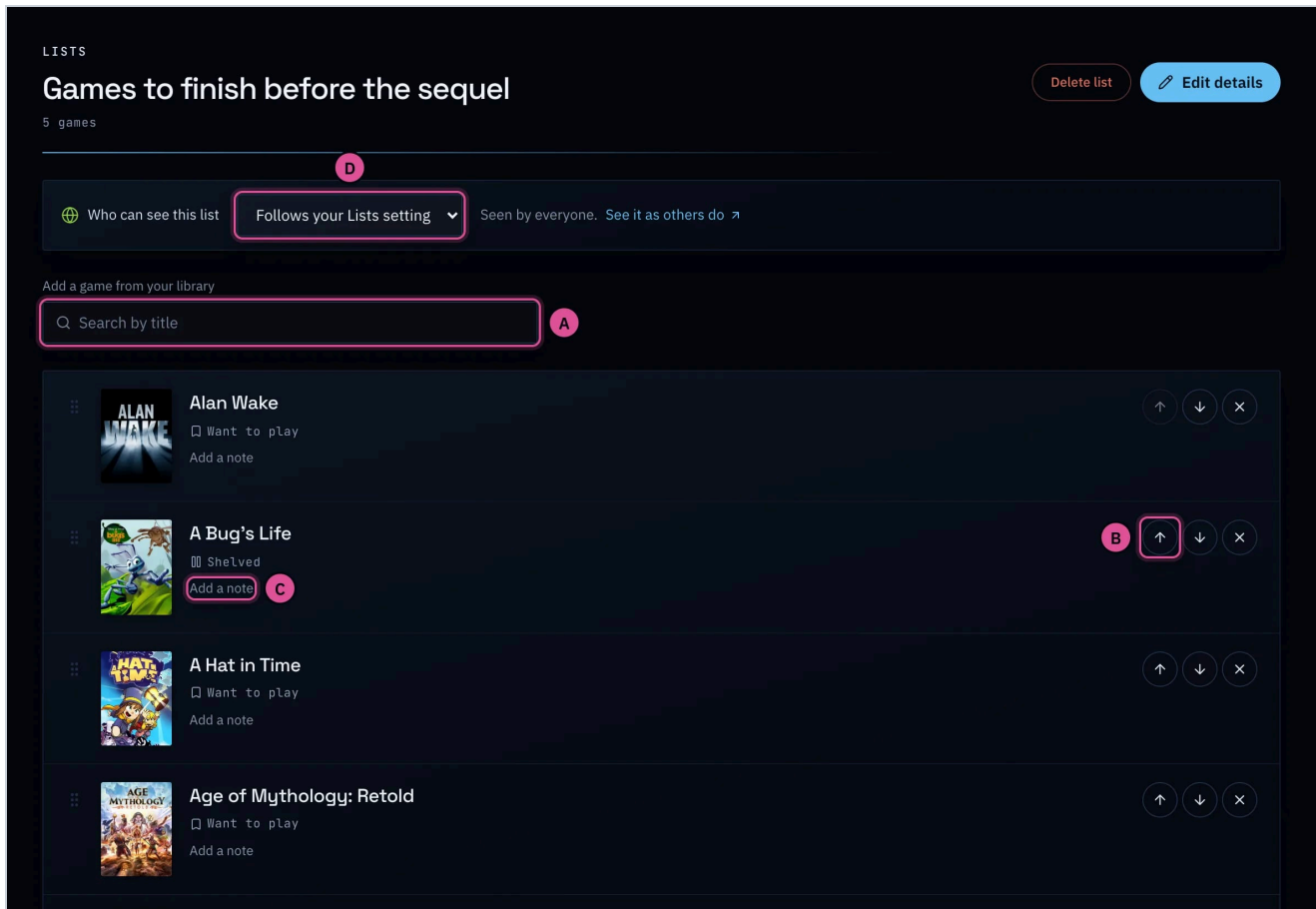
Your lists are private until you share them. A list follows your **Lists** sharing setting in **Account** → **Privacy**, which starts as Only me. See [Share a list](#).

Make a list

1. Press **Lists** in the sidebar.
2. Press **New list** at the top right.
3. Give it a **Name**. A **Description** is optional, and keeps its line breaks.
4. Tick **Ranked** if the order matters, like a top ten: the games are then numbered first to last.
5. Press **Create list**. The new list opens, ready for games.

You can also make a list from **Add to list** on a game's page or in **Library** → **Select**: type a name under **New list** and press **Create**, and the list starts with that game, or the games you selected, already on it.

Add games to a list



A list's own page

There are three ways to add games:

- **From the list's own page.** Type part of a title in **Add a game from your library** **A**, then press the game. It goes at the end of the list.
- **From a game's page.** Press **Add to list** beside the rating. Tick each list the game should be on; untick one to take the game off it. Changes are saved straight away. Press **Done** when you are finished.
- **Several at once, from Library.** Press **Select**, pick the games, then press **Add to list** and **Add** beside the list you want. Games already on that list are left where they are, and the message says how many there were.

Only games in your library can be added. A game that later leaves your library stays on your lists, marked **Not in your library**.

A joined game (two entries you joined into one) goes on a list once, as one game, whichever of its entries you add it from.

Put a list in order

Open the list from **Lists**. Then either:

- **Drag** a game by its row and drop it on the row where it should go, or

- Press the **up** **B** or **down** arrow on a game's row to move it one place. With the keyboard, press Tab until the arrow is highlighted and press Enter; the highlight stays on the game you moved, so you can press Enter again to keep moving it.

The new order is saved as soon as you move a game. If it could not be saved, the list goes back to how it was and a message says why.

Notes, details and removing games

- **Add a note** **C** under a game keeps one line about why it is on the list, such as "play on hard". Press **Save**, or **Cancel** to leave it as it was. **Edit note** changes it; save it empty to remove it.
- The **x** on a game's row takes it off the list. The game itself stays in your library.
- **Edit details**, at the top right of the list's page, changes the list's name, description and whether it is ranked.
- **Delete list**, beside it, asks you to press **Delete this list** to be sure, then deletes the list. The games on it are not touched.

A list can hold up to 500 games, and you can have up to 200 lists.

Share a list

A list is shared on your profile when your **Lists** setting in **Account** → **Privacy** lets other people see lists. A single list can be kept narrower than that setting, never wider:

1. Open the list.
2. Set **Who can see this list** **D** to **Only me** to keep it to yourself, or **Friends** to share it only with the people you follow who follow you back. Set it back to **Follows your Lists setting** to share it as far as your other lists.

The line beside it says who can see the list now (*Seen by everyone*, *Seen by your friends* or *Seen by only you*), and **See it as others do** opens it as it appears on your profile. The first time other people can see a list, it is listed in **Events** and appears in your followers' feeds. A shared list shows its name, description, games in order and your notes on them, and signed-in people can like it. Shared lists also appear on the community's **Lists** page, where anyone they are shared with can find them; see [Browse the community](#). Its games are shown by their proper names and covers, and a game you have hidden from others is left out.

A list's name cannot contain swearing or a web address. Its description and notes can swear, but not use slurs or hateful words, and each can hold at most two web addresses. A list made before this rule that breaks it stays visible only to you until you rename it; the line beside the setting says why. See [Share your profile](#).

In your export

Your data export has a **Lists** file: one row for each game on each list, in the list's order, with your note. See [Export your data](#). Lists are not in your API yet.

Lists are part of both plans.

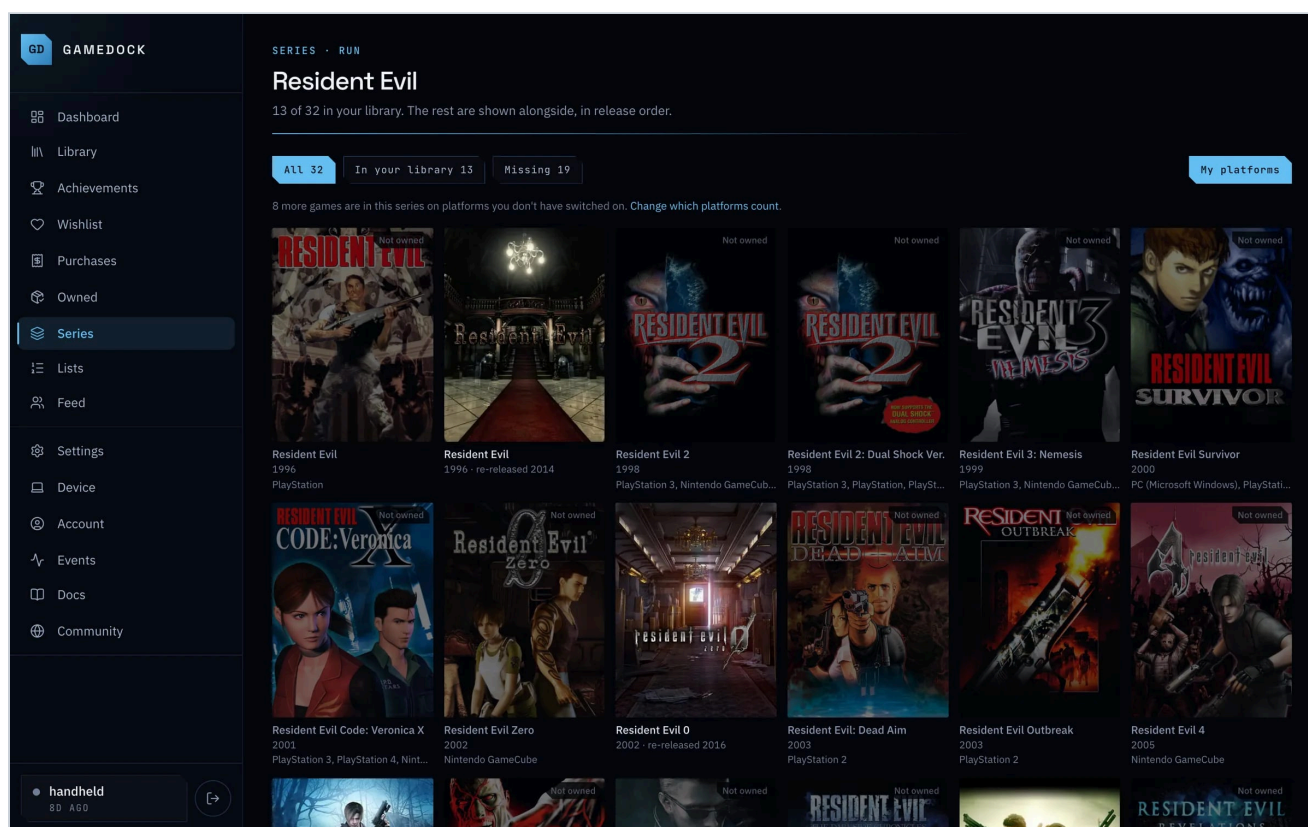
Game series

See every series in your library, what you are missing from each, and adjust how games are grouped.

GameDock knows which series each of your games belongs to (Resident Evil, Tomb Raider, Need for Speed) from IGDB, the games database it uses. That lets it keep a series together in your library, and show you the games in a series you do not own yet.

See one series

Press the series name under any game's card in **Library**, or next to **Series** in a game's **Game info**. The series page lists every game in it, in release order, with the ones you own and the ones you do not side by side.



A series, with the games you own and the ones you do not

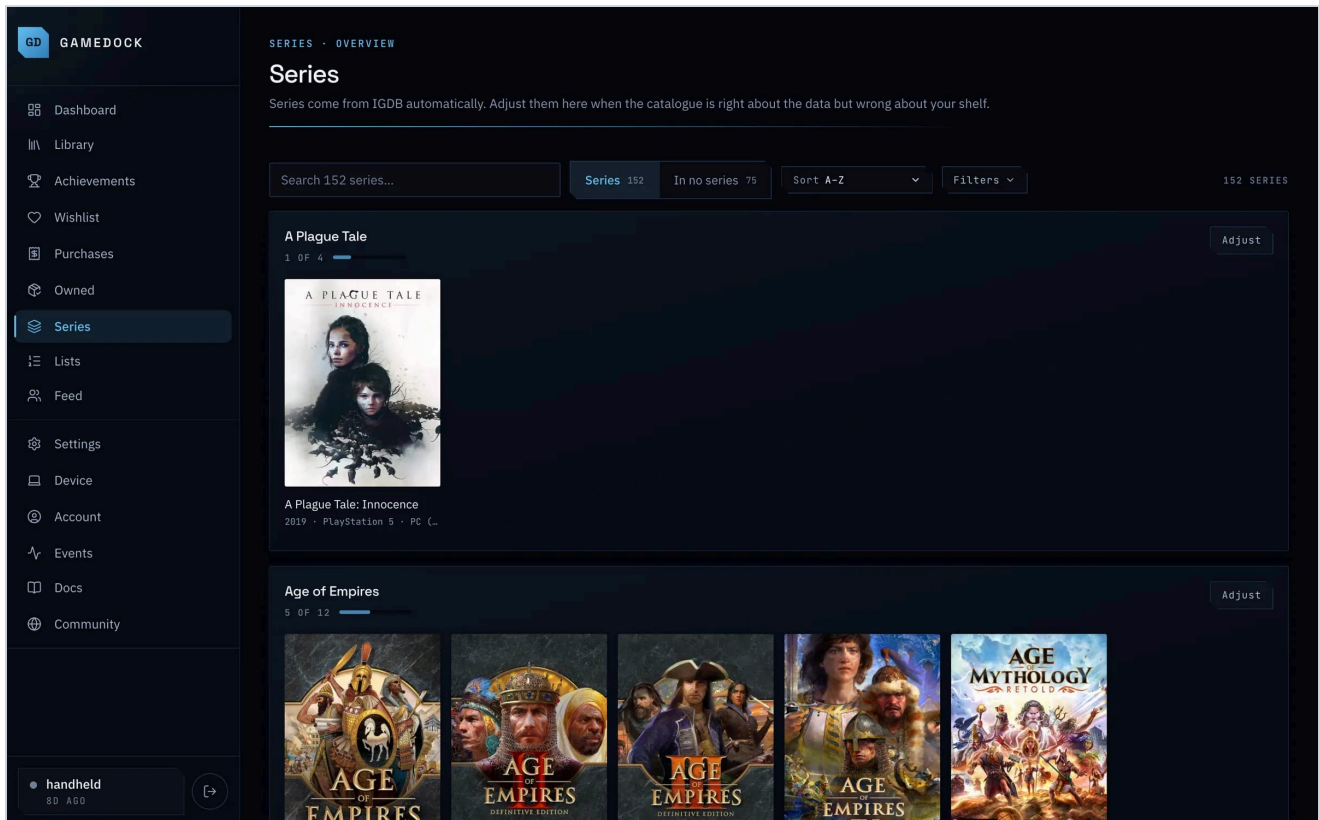
- **All**, **In your library** and **Missing** narrow the list.
- **My platforms** (on unless you turn it off) shows only games sold on platforms that count for you. A long-running series includes decades of games you could no longer buy; the note under the buttons says how many are hidden this way, and **Change which platforms count** opens the setting below.
- Each game shows the year it came out (and when it was re-released, if it was) and the platforms it is on.

NOTE

On the free plan you see the games you own and how many you are missing; GameDock Plus names the missing games.

See every series at once

Series in the sidebar sets out every series your library touches as a shelf: its games in order as covers, how many you own ("16 of 24") with a bar showing the rest, and arrows to page through a long one. Select a shelf anywhere, covers included, to open that series' run; each game opens from the run.



Series

Search by name, sort by **A–Z**, **Most games** or **Most missing**, use **Filters** → **Adjusted** to list only the series you have changed, and switch to **In no series** to see the games GameDock has not placed in any series. Most of them genuinely stand alone.

Adjust how a series is grouped

IGDB's groupings are not always how you think of a series. Press **Adjust** on a series to:

- **Merge into** another series, to roll LEGO Star Wars and LEGO Batman into a single LEGO shelf, say. Merged series appear under the one you chose, and pressing a merged series' chip separates it again.
- Put **Remakes last**, so a remake sorts after the games it remade rather than in its own release year.
- Move a single game to another series with **Move to...**, or out of any series with **No series**. For a game you moved by hand, **Use IGDB's answer** in the same menu puts it back.
- **Reset this series** to undo every change you made to it.

In **In no series**, **Add to series** puts a game into a series of your choice. Adjusting series is part of GameDock Plus; your changes affect only your own library.

Choose which platforms count

Settings → **Series** decides which platforms a *missing* game has to be on to count as missing.

GD GAMEDOCK

SETTINGS · SERIES

Series

What counts as a game you're missing from a run.

COUNTED AS MISSING	FILTERED OUT BY THESE SETTINGS	PLATFORMS ON	IGDB KNOWS ABOUT
905	512	18 / 100	1417

What counts as missing

These apply to every series run. **Series** is where you change how an individual series is grouped or ordered.

Show unreleased games
42 announced games in your series have no release date yet. They sort to the end of a run and show as TBA. ☐

Count consoles you emulate
Turns on the console behind each emulator your library uses: PCSX2 adds PlayStation 2, Dolphin adds GameCube and Wii, a RetroAchievements game adds whichever console it came from. Off, this page answers what you could buy; on, it answers what you could play. ☒

Where a missing game counts

A missing game is only offered when it is on one of these. On by default when a linked store sells for it, or when your library already has games on it. A PlayStation 3 library built from trophies or discs counts even though the store will not sell you another.

Search 100 platforms... **All** 100 On 18 Off 82 100 PLATFORMS

PLATFORM	ADDS	WHY	COUNTED
PC (Microsoft Windows)	496	you linked a store	☒
PlayStation 3	181	you own games on it	☒

Settings → Series

- A platform counts by default when you have linked a store that sells for it, or already own games on it, discs and cartridges on your shelf included. The **Why** column says which.
- Turn any platform on or off with its switch; **Adds** shows how many missing games it would add, so the choice is a number rather than a guess. **Reset** puts one platform back to its default, and **Reset to defaults** puts them all back.
- **Show unreleased games** includes announced games with no release date yet.
- **Count consoles you emulate** adds consoles you only play through an emulator, useful for "what could I play?" rather than "what could I buy?".

These settings are part of GameDock Plus.

Games on disc

Add the discs and cartridges on your shelf by barcode, disc code or title, and record what each one cost.

No store can tell GameDock about the discs and cartridges on your shelf, so you add them yourself. Each copy joins the game's card in your library, alongside any digital copies, and records what you paid, if you want it to.

A copy can be for any console or computer. The usual ones are always in the **Console** list, and any other platform the game came out on is added to the list once you pick the game.

Add a copy

1. Go to **Owned** → **Physical** and press **Add a copy**.

The screenshot shows the GameDock interface. On the left is a sidebar with navigation options: Dashboard, Library, Achievements, Wishlist, Purchases, Owned (selected), All sources, Steam, PlayStation, GOG, Epic Games, Physical (selected), Series, Lists, and Feed. At the bottom of the sidebar is a 'handheld' button. The main content area is titled 'OWNED · PHYSICAL' and 'Owned'. It includes a 'Scan' button and an 'Add a copy' button. Below this is a summary section with four cards: 'GAMES OWNED' (5), 'PAID FOR THESE' (\$140.00), 'WORTH TODAY' (—), and 'VALUE VS PAID' (—). A search bar and sorting options are present. A table lists the owned games:

GAME	CONDITION	PLATFORM	YOU PAID	LISTED AT	ACQUIRED
Tomb Raider: Game of the Year Edition RELEASED 28 JAN 2014	—	Xbox 360	Add price	—	—
God of War Ragnarök RELEASED 9 NOV 2022 711719546658	—	PlayStation 5	Add price	—	—
Driveclub	—	PlayStation 4	\$40.00	—	1 Sept 2026

Owned → Physical, your shelf

2. Type what is on the box **2**: the **disc code** printed on the spine or disc (such as *CUSA-01234*), the **barcode** number under the stripes, or simply the **game's title**. GameDock says which it thinks you typed; if it guessed wrong, choose **Disc code**, **Barcode** or **Title** yourself. When searching by title, you can narrow the search to one console.
3. Press **Identify** **3**.

ADD A COPY · STEP 1 OF 3

What have you got in your hand?

One box. Scan it, or type whatever the object gives you. GameDock works out which it is.

Barcode, disc code, or title

Gran Turismo 7

Scan

SEARCHING BY TITLE Disc code Barcode Title

Narrow it to one console (optional)

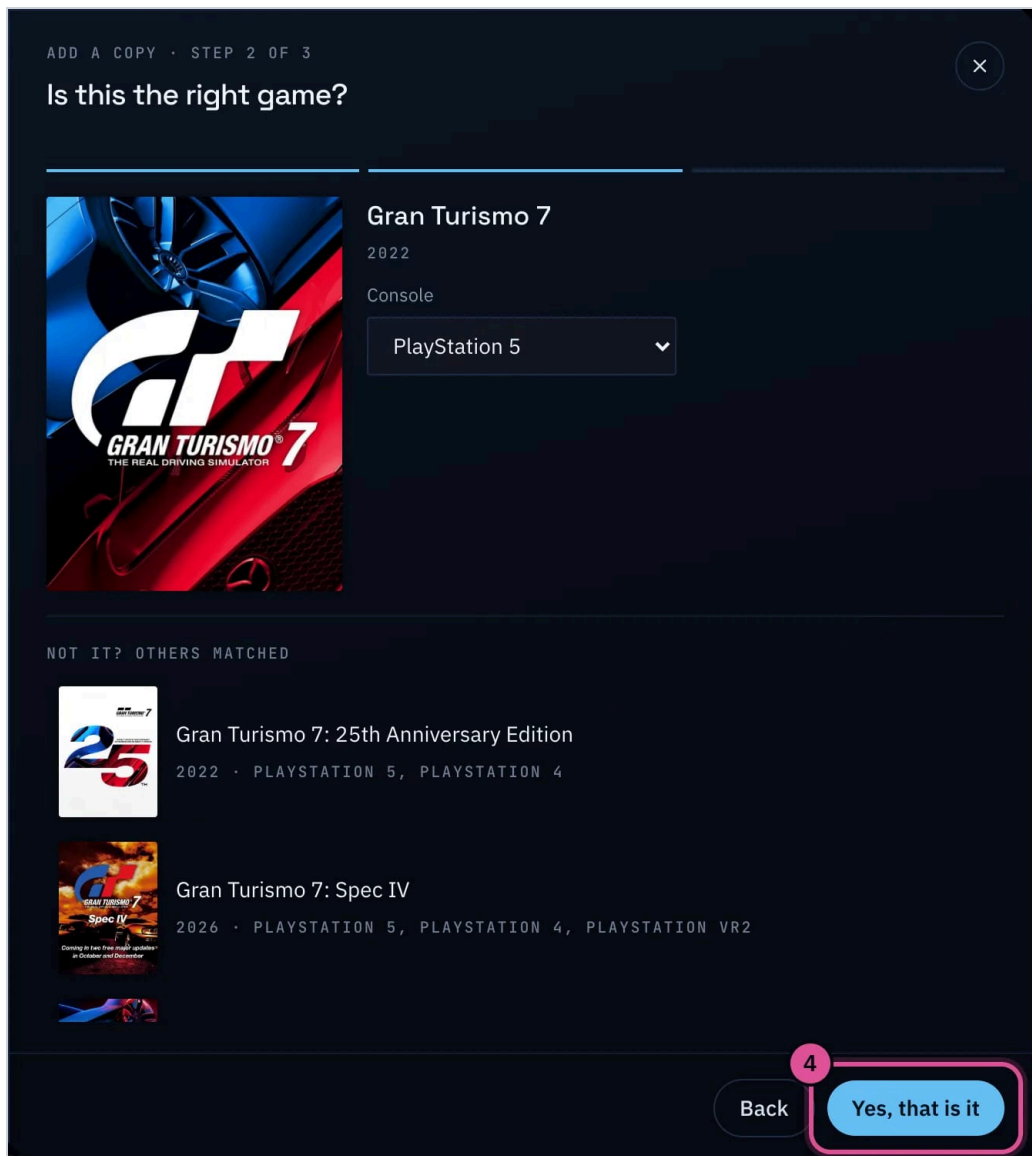
Any console

DISC CODE	BARCODE	TITLE
CUSA, PPSA or BLES, on the spine and on the disc. Names the exact pressing.	The digits under the stripes on the back of the box.	Anything else. Always works, and you pick the console yourself.

Cancel Identify

Step 1: what have you got in your hand?

4. Check that GameDock found the right game. Pick the **Console** and the **Edition**, if they are offered, and press **Yes, that is it** 4. If it is not the right game, choose from **Others matched**, or press **Back** and try again.



Step 2: is this the right game?

5. Say how the copy came to be yours (all optional):

- **How you got it:** bought, a gift, traded, or came with a console.
- **When** you bought it or it arrived. **Today** and **Release day** fill in a date for you.
- Its **Condition**, from still sealed to disc only.
- **What you paid**, in the currency you paid it in, if you bought it. GameDock converts it into your own currency at the rate on the day you bought it.
- **Where you got it**, such as a shop's name.

6. Press **Add to shelf** **6**, or **Skip: add it without a price** to add the copy now and fill in the details later.

ADD A COPY · STEP 3 OF 3

How it came to be yours

 **Gran Turismo Sport**
PLAYSTATION 5 · STANDARD

How you got it

Bought it A gift Traded for it Came with a console

When you bought it Condition

dd/mm/yyyy  Not said ▼

TODAY RELEASE DAY · 4 MAR 2022

What you paid

AUD \$ 0.00

Where you got it (optional)

CeX, Manchester

[Skip: add it without a price](#) Back **Add to shelf**

Step 3: how it came to be yours

The copy is on your shelf and in your library under its console. To add several in a row, press **Add another**; tick **Keep the date and currency for the next one** to save typing them again.

It also joins **Owned** → **All sources**, and, once it has a date and was bought rather than given, traded or bundled, **Purchases** → **All sources**, beside your games from every store.

Scan the barcode with your camera

Where barcode lookups are available, **Scan** (on the shelf page, or beside the box in step 2) opens your device's camera. Point it at the barcode and GameDock fills in the number. Your browser asks for permission to use the camera the first time.

When a barcode is new

GameDock looks barcodes up in ScanDex, a shared database of game barcodes. If ScanDex does not know yours, GameDock asks you to search for the game by title instead, and what you pick is suggested to ScanDex so it can add the barcode.

If other GameDock users have already identified the barcode, step 2 shows the game they chose and asks you to check it against your box, edition and console included. Press **Yes, that is it** if it matches, or

Not this game? Search by title if it does not. Once five people agree on a game, GameDock stops asking and identifies that barcode straight away.

Change or remove a copy

On **Owned** → **Physical** or **Purchases** → **Physical**, press the price of a copy to open it, or **Add price** on a copy you have not priced yet, or **Edit** on one with no price to press, such as a gift. Change anything and press **Save**, or use **Clear what is recorded** to empty the details, or **Remove this copy** to take it off your shelf.

On the free plan, a copy bought more than 12 months ago shows the **Plus** marker instead of its price. Its price and date are kept rather than shown, and cannot be changed until you subscribe; **Edit** still lets you remove it. It is not counted as *without a price* on Owned, and neither is a gift, trade or console bundle, which had no price to enter.

On the free plan

The free plan holds up to 50 physical copies, and records purchase dates from the last 12 months; a copy bought longer ago can be added without a date. GameDock Plus removes both limits. If you stop paying for Plus, copies above the free allowance are held for 30 days and then deleted unless you subscribe again. See [Plans and billing](#) for the details.

PART 4

Achievements and activity

Your achievements and trophies across every platform, the dashboard, and the running record of what changed.

The Achievements page

See your achievements and trophies from every platform together, and how far through each game you are.

Achievements in the sidebar brings together the achievements and trophies you have earned on every platform: Steam, PlayStation, Xbox, Epic Games, RetroAchievements, and the emulators and standalone PC games GameDock Helper tracks.

GD GAMEDOCK

Dashboard
Library
Achievements
All sources 398
PlayStation 172
Steam 166
Standalone 95
Xbox 43
Emulators 9
Epic Games 2
GOG 2
Wishlist
Purchases
Owned
Series
Lists
Feed
Settings

GD GAMEDOCK

ACHIEVEMENTS · ALL SOURCES

Achievements

Every platform in one place, and a game you have on several counted once.

UNLOCKED	FINISHED	IN PROGRESS	NOT STARTED
638 Achievements across 139 games	0 Every achievement earned	139 At least one unlock	259 No unlocks yet

Recently unlocked

ACHIEVEMENT	GAME	UNLOCKED
Wingman Win a Skirmish or Multiplayer Game with a Human or AI Teammate	Age of Empires II: Definitive Edition	STEAM · 12 SEPT 2026
Chinese Victory Win a game playing as the Chinese.	Age of Empires II: Definitive Edition	STEAM · 12 SEPT 2026
Bull Market Create a Trade Route with another Market	Age of Empires II: Definitive Edition	STEAM · 12 SEPT 2026
Welcome! Create your first custom rider	MotoGP 13	STEAM · 8 SEPT 2026
#10 Downing Street Reach Career level 10.	Tony Hawk's Pro Skater 1+2	STEAM · 8 SEPT 2026

Show 5 more

All games

398 GAMES

Search... Filters

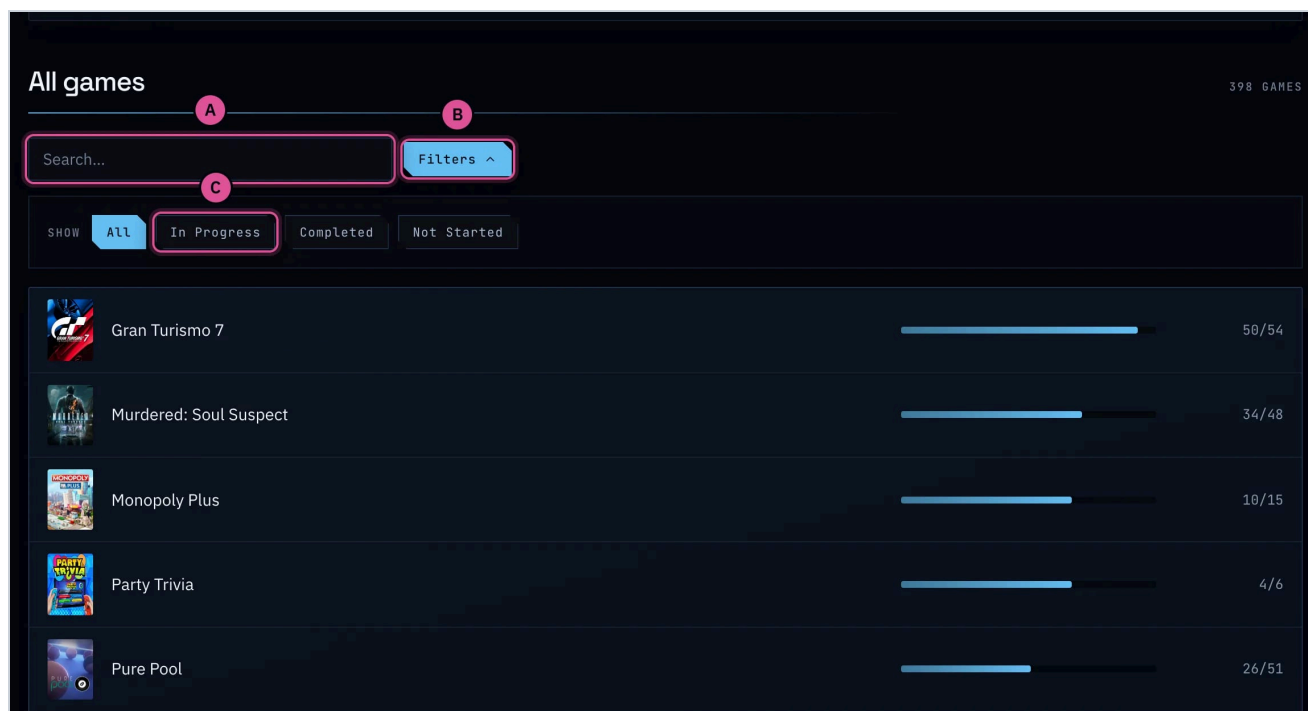
Achievements, across every platform

What the page shows

- **Four figures** across the top: achievements unlocked, games finished, games in progress, and games not started. On PlayStation's own list, these count trophies and platinius.
- **Finished**: covers of the games you have completed every achievement in, largest first.
- **Recently unlocked**: your latest achievements, newest first, with the game and platform each came from. **Show 5 more** adds more.
- **All games**: every game that has achievements, sorted by how far through it you are, 25 at a time; **Show 25 more** at the bottom adds the next.

Press any game to open its page, where its achievements are listed in full.

Narrow the list



Searching and filtering the list of games

- Type into **Search** (A) to find a game by name.
- Press **Filters** (B) and choose what to show (C): **All**, **In Progress**, **Completed** or **Not Started**.

The rows under **Achievements** in the sidebar show one platform at a time: **Steam**, **PlayStation**, **Xbox**, **Epic Games**, **Standalone** or **Emulators**, which also holds your RetroAchievements. **All sources** goes back to everything.

NOTE

There is no row for Lutris or Heroic, because launchers do not award achievements themselves. Achievements a standalone PC game keeps in a file on your PC appear under **Standalone** (see [Achievements for standalone PC games](#)), an Epic game played through Heroic under **Epic Games**, and a GOG game played through Heroic under **GOG**.

How a game's total is counted

When you own a game on more than one platform, GameDock merges the platforms' lists into one, matching achievements by name:

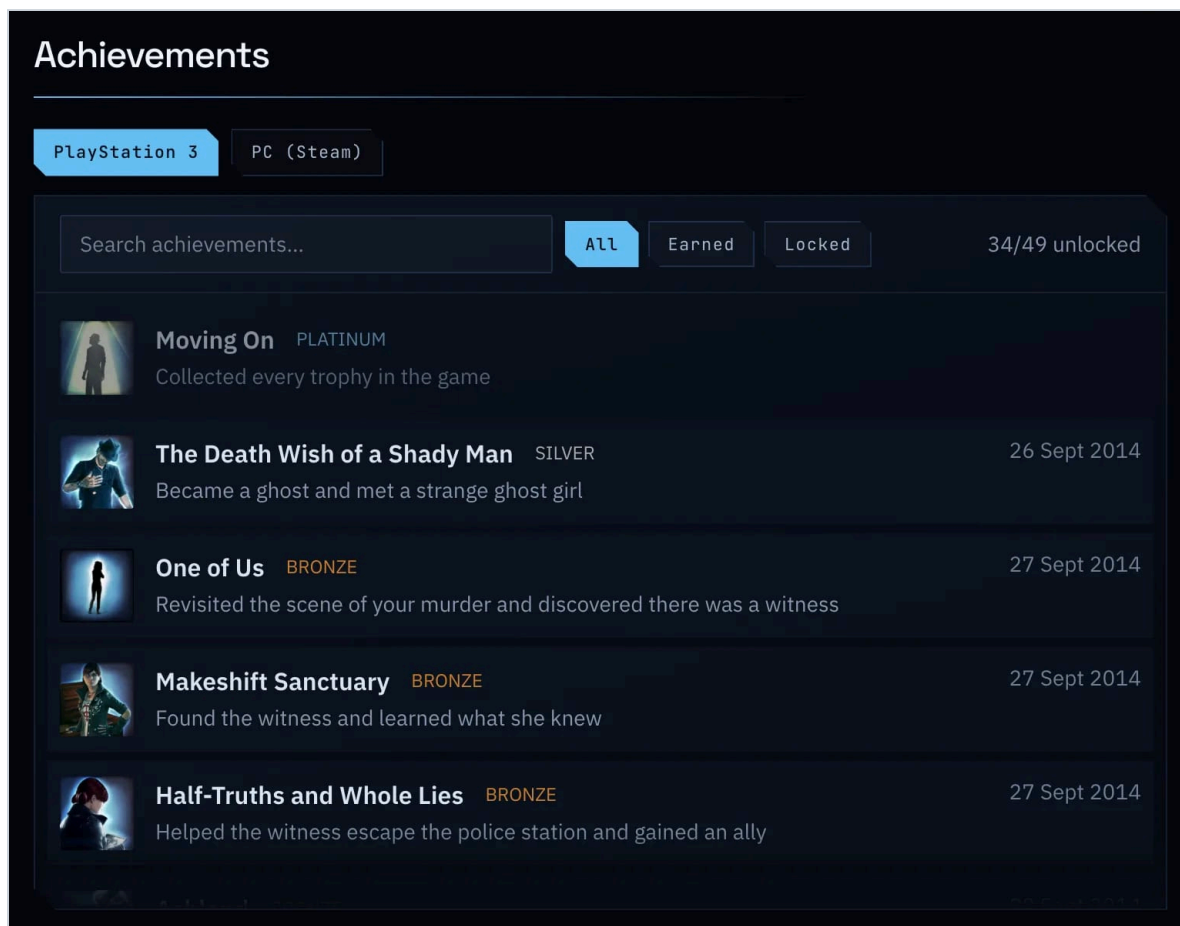
- An achievement both platforms have counts once, and counts as earned if you unlocked it on either. A game with the same 50 achievements on Steam and Xbox shows out of 50.
- Achievements only one platform has are added: a version with extra achievements for its add-ons adds those.
- PlayStation's Platinum trophy is left out when the rest of the list matches another platform's, since it is the award for earning all the others.

- Lists that belong to different games, such as a RetroAchievements set beside a modern remaster's, simply add together.

A game's page still shows each platform's list separately, with buttons to switch between them.

A game's achievements

On a game's page, **Achievements** lists every achievement or trophy for it:



A game's trophies, with their grades and when each was earned

- When you own the game on more than one platform, buttons along the top pick which set to show.
- **Search achievements...** finds one by name, and **All**, **Earned** and **Locked** narrow the list.
- Each one shows its description, when you earned it, and, where the platform provides them, its trophy grade, its Gamerscore, and how rare it is among players.

If a game says its achievements *haven't been checked yet*, GameDock is still fetching them: games you have not played are checked in the background a batch at a time, usually within a few days. Playing the game moves it to the front of the queue.

If your Steam games arrive with no achievements at all, your Steam profile is probably private. See [Steam achievements on a private profile](#).

Steam achievements on a private profile

Get your Steam achievements into GameDock without making your Steam profile public.

Steam only shares your achievements with other apps when your profile's **Game details** are public. If yours are private, your Steam games still arrive in GameDock with their playtime, but without achievements, and the Achievements page says *Steam is connected, but Game details is private*.

You have three ways to fix that. Choose whichever suits you.

Option 1: make your game details public

The simplest fix, if you do not mind other Steam users seeing which games you play.

1. Open your [Steam privacy settings](#), or press **Open Steam privacy settings** on the Achievements page.
2. Set **My profile** to **Public**.
3. Set **Game details** to **Public**. *Friends Only* is not enough.
4. In GameDock, go to **Settings** → **Sync** and press **Sync** beside Steam.

That sync notices the change, and your achievements arrive with your library from then on.

Option 2: let the Companion read them

GameDock Companion can read your achievements from your own signed-in Steam session, which works however private your profile is.

1. Make sure you are signed in to Steam in Chrome, with the Companion installed and Steam switched on in it.
2. Go to **Settings** → **Sync** and press **Sync everything**, which reads them after your purchases and DLC. To read only these, open Steam's row and press **Sync** beside **Achievements**. While your profile is private, that is the Companion's job.

The Companion reads up to 50 games each time, opening each game's achievements page in turn, so a large library takes a few runs to finish. To read them all at once instead, press **Read achievements for all ... games** under Steam's **Achievements** row, which appears when more than 50 games are waiting. It tells you roughly how long that takes before it starts (a few seconds a game), and **Stop** ends it after the game in hand. GameDock reads up to 150 games every 10 minutes, so a very large library pauses partway and carries on by itself. It reads the games you played or added most recently first, since those are the ones with new unlocks, or none read at all. And when a Steam sync from **Sync now** on your library, the dashboard, or Steam's row in **Settings** → **Sync** brings in new games, it reads those games' achievements straight away. As it goes it names the game it is reading, and when it finishes it says which games it read, which have no achievements, which it could not read and why, and how many are left for the next run. To keep it up to date without thinking about it, turn on **Run automatically** in the Companion's **Background sync**. See [Keep everything in sync](#).

Option 3: let GameDock Helper read them

If you play on a Linux computer or handheld with GameDock Helper paired, the Helper can read your achievements from the Steam app itself, without touching your privacy settings.

1. In the Helper, open **Steam library** and choose your Steam account's folder, if you have not already.
2. In GameDock, go to **Settings** → **Sync** and sync **GameDock Helper**, then Steam.

The Steam app only keeps achievements for games whose page you have opened in it, so a game you have never looked at in the Steam app may still arrive without them.

Achievements for standalone PC games

Bring in the achievements that PC games installed outside a store launcher keep in files on your PC.

NEEDS GAMEDOCK HELPER

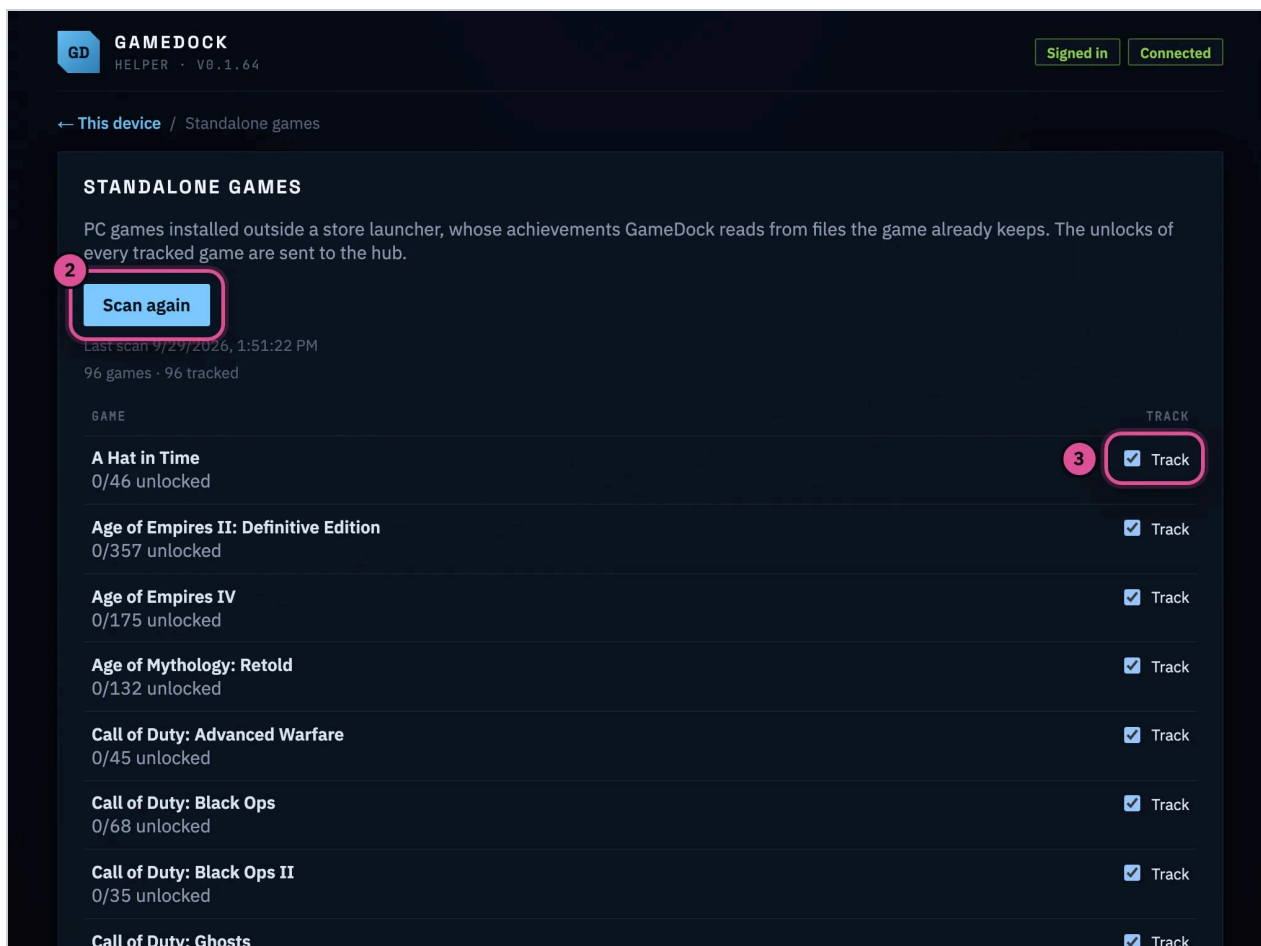
A standalone PC game is one you installed outside a store launcher, for example a Windows game you added to Lutris yourself. It does not record Steam achievements, because the Steam client isn't running it. Some of these games keep their achievements in files on your computer instead, and GameDock Helper can read those files and bring the achievements into GameDock with the rest.

GameDock only reads these files. It does not set a game up to keep them, change anything in the game, or unlock official Steam achievements. A standalone game that does not already keep its achievements this way shows none.

You need GameDock Helper paired, with Lutris found under **Game folders**.

Turn it on

1. In GameDock Helper, open **Standalone games**.
2. Press **Scan** **2**, or **Scan again** once it has run before. The Helper looks through your standalone PC games in Lutris and lists the ones that keep their achievements in files, with how many you have unlocked. A large library takes a minute or two.



Standalone games in GameDock Helper

3. Leave **Track** 3 on for the games you want GameDock to follow, and switch it off for any you don't.
4. Play. The next time the Helper syncs, or when you sync **GameDock Helper** on **Settings** → **Sync**, your achievements come through.

Where they appear

These achievements appear as **PC (Standalone)** on the game's page, alongside any other platforms you own it on, and under **Standalone** on the **Achievements** page. In your library the game is under **Standalone**, and the **Platform** filter on **All sources** counts it under **PC (Other)**, unless you also own it on a PC store such as Steam.

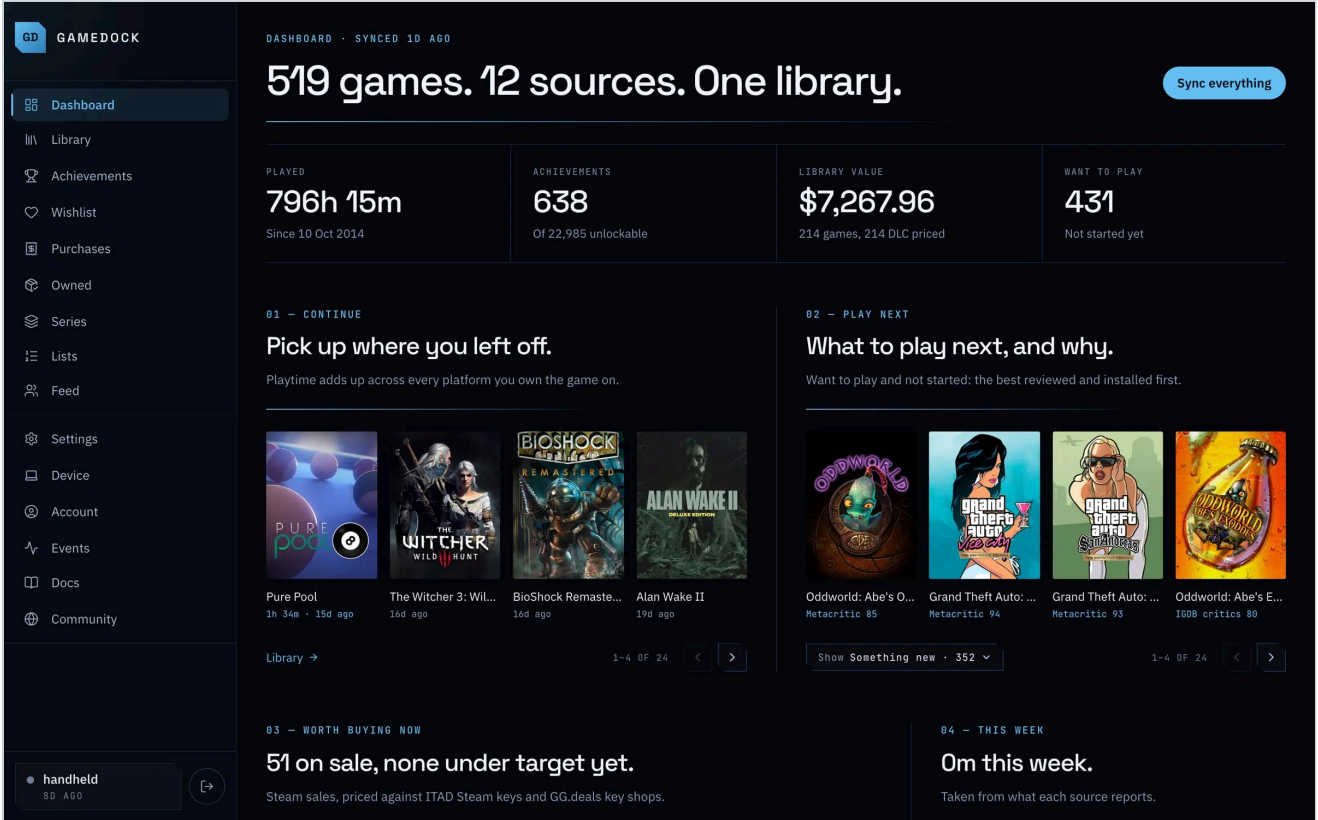
If a game is missing

The Helper lists a game only when its achievement files are already there: a definitions file beside the game, and the unlocks it has written as you play. If a game you expect is missing, play it once so it writes its first unlock file, then press **Scan again**.

The dashboard

What each part of the dashboard shows, from what to play next to what changed while you were away.

The dashboard is the first page you see after signing in. It answers four questions at a glance: what have I been playing, what should I play next, what is worth buying, and what changed since I last looked.



The top of the dashboard

Across the top

The heading counts your games and connected sources, and says when GameDock last synced. **Sync everything** brings in the latest from every connected store, except the parts only the Companion can read (Steam purchases, DLC and private-profile achievements, Epic Games, and PlayStation purchases); **Sync everything** on **Settings** → **Sync** runs those too. See [Keep everything in sync](#).

The four figures beneath are your total playtime, the achievements you have earned, what your library would cost at today's Steam prices, and how many games you want to play: the ones you own and have not really started.

The sections

SECTION	WHAT IT SHOWS
01 Continue	The games you played most recently, with how long you played them in the last two weeks. Use the arrows to page through them.

SECTION	WHAT IT SHOWS
02 Play next	Suggestions from the games you want to play and the ones you shelved, in three lenses, each game with the reasons it was picked. See Play next below.
03 Worth buying now	Games on your Steam wishlist that are on sale, each priced on the Steam store against cheaper keys, with the cheapest highlighted, and how many are under the price you set.
04 This week	How much you played this week compared with last, a chart of the last eight weeks, how many achievements you have earned since Monday, and your achievements by platform.
05 While you were away	What changed in the last seven days, and anything waiting on you.
06 Where your data comes from	Each connected source and when it last synced.

Play next

Play next suggests what to play from the games you have not finished with: those whose status is **Want to play**, and those you **Shelved**. Games you are **Playing** are in Continue beside it, and **Beaten**, **Completed** and **Abandoned** games, hidden games and DLC are never suggested. Choose a lens from **Show** under the covers; the line under the heading says what the lens suggests:

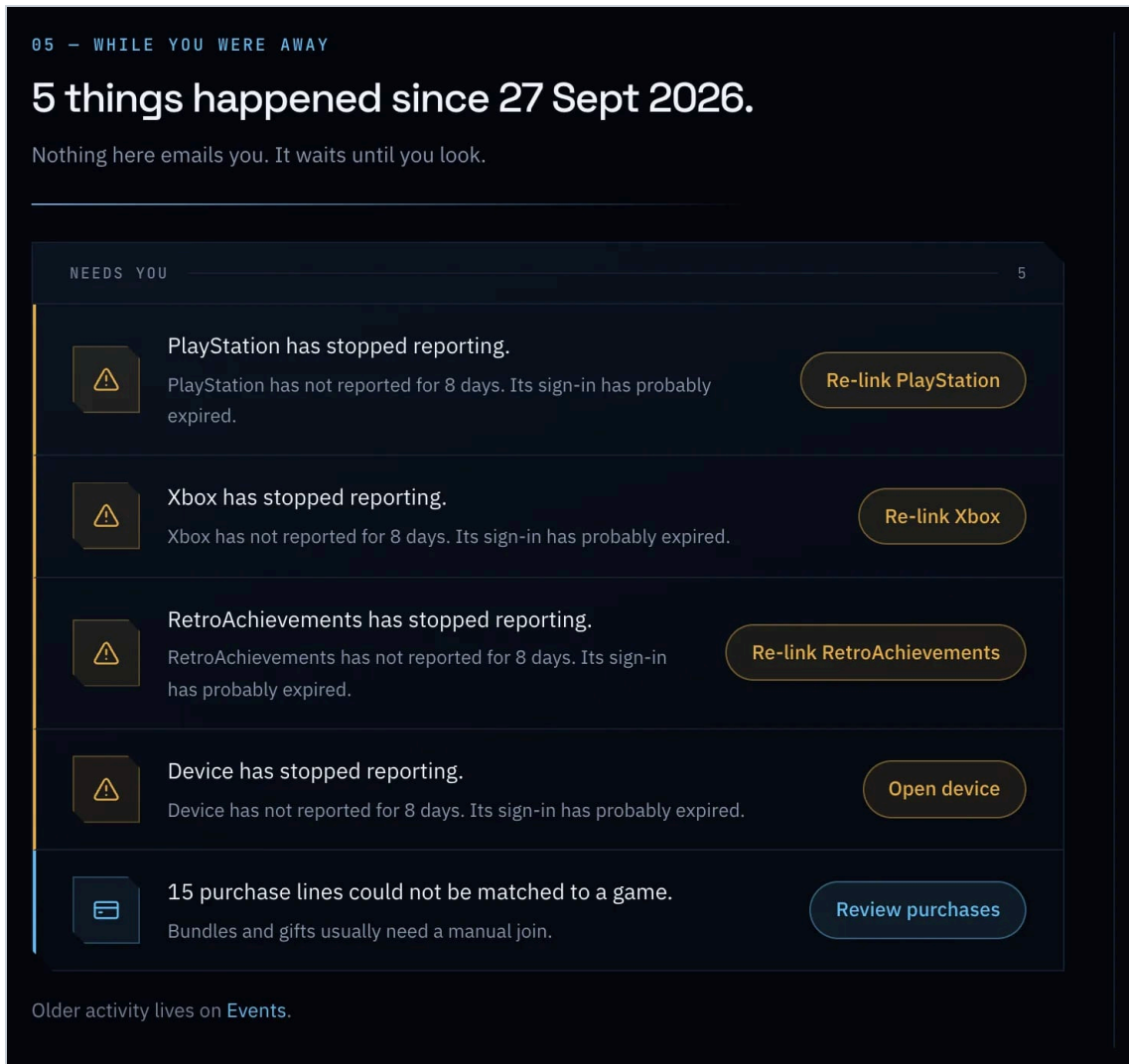
LENS	WHAT IT SUGGESTS
Something new	Games you want to play and have not earned anything in yet. The best reviewed come first, then games already installed on your device, games in a series you enjoyed (one you rated four stars or more, finished, or played for ten hours), short games and games you bought in the last three months.
Quick wins	Games you could finish soon: a few hours left by IGDB's time-to-beat estimate, less what you have already played, or a few achievements from 100% with at least half earned.
Unfinished	Games you started and put down. The ones you are furthest into and played most recently come first, then installed and well-reviewed games.

Under each cover is the reason that counted most, in short, such as "Metacritic 94", "~4h to beat" or "16h in · 2mo ago". Hover over a game to see every reason in full. The count after each lens in **Show** is how many games it ranked; the row shows the first 24.

Not now (the ✕ in the corner of a cover when you point at it) puts a game aside for 30 days, in every lens and on every device you use. **Undo** brings it straight back. After 30 days it can be suggested again.

Time-to-beat estimates come from IGDB and are looked up as your games sync, so Quick wins grows as more of them arrive.

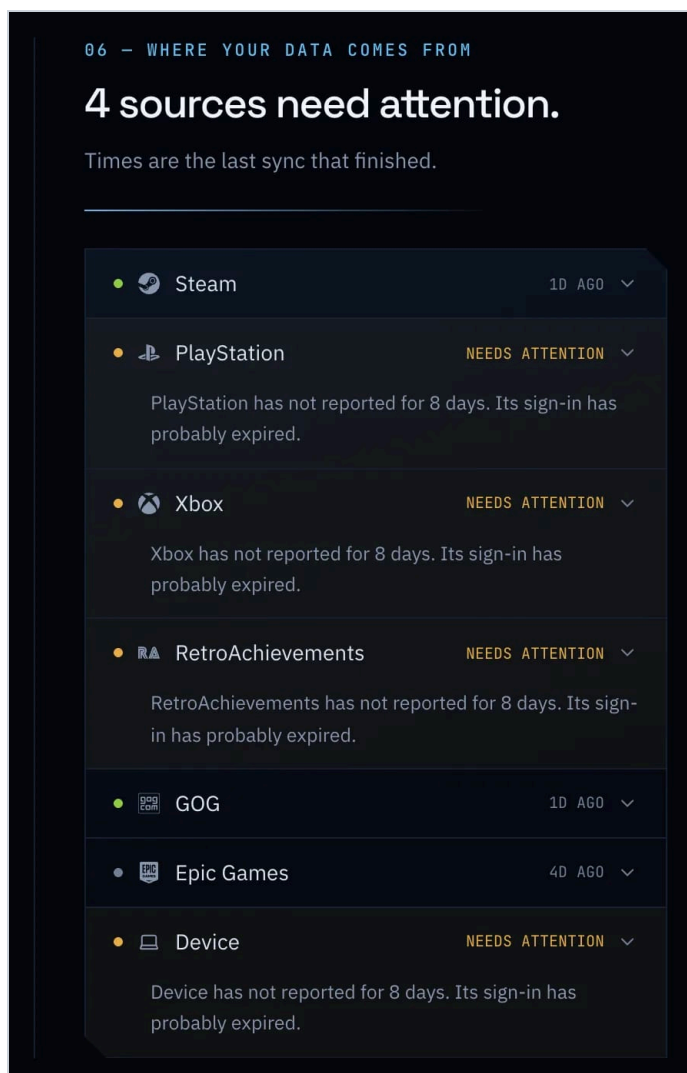
While you were away



While you were away

This section covers the last seven days, and splits what changed into **Needs you** (a wishlist game that dropped below your target price, a store that has stopped reporting, purchases that could not be matched to a game) and **Just so you know**: achievements you earned, time you played, games added to your library. Each has a button that goes straight to the right place. It never emails you, and the daily digest does not empty it: sending one leaves the dashboard as it was. Everything older is on [the activity feed](#).

Where your data comes from



Where your data comes from

Each source you have connected, with a dot showing whether it is healthy and when it last finished a sync. Open one to see each part of it. A source that needs attention says so, with a link to fix it. See [Fix a connection that needs attention](#).

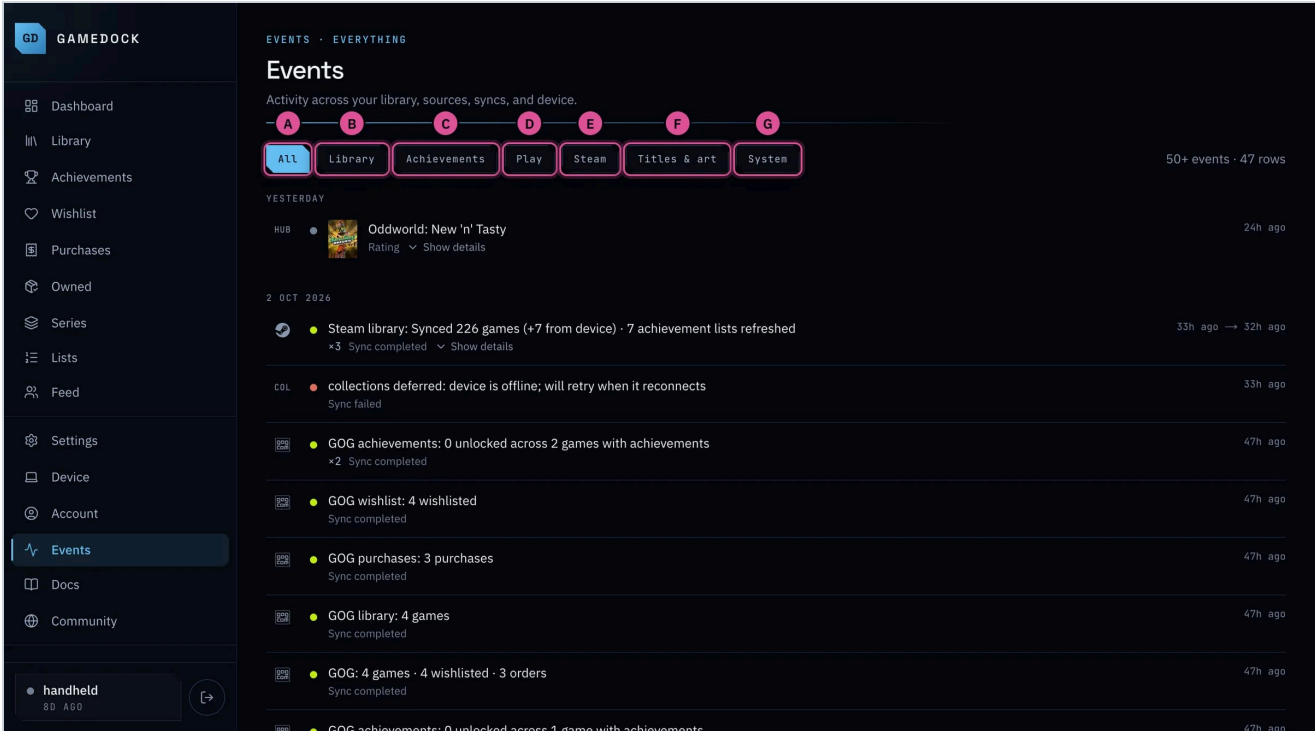
A new account

Before you connect anything, the dashboard shows three steps instead: you have already signed in, then **Connect a platform**, and optionally **Pair a device**. See [Getting started](#).

The activity feed

A running record of everything that changed in your library, and how to narrow it down.

Events in the sidebar is a running record of everything that changed in your library, newest first: games added, achievements unlocked, time played, syncs that ran or failed, price and wishlist changes, your device going on or offline, and names or artwork you changed.



Events, newest first

Narrow it down

The buttons across the top show one kind of event at a time:

BUTTON	SHOWS
A All	Everything.
B Library	Games added to your library, hidden, or changing status, your ratings, reviews you publish, and a list the first time other people can see it.
C Achievements	Achievements unlocked.
D Play	Time played: each sync that found a game's playtime had grown, and by how much.
E Steam	Wishlist, purchase, CD key, price and library-value changes.
F Titles & art	Names and artwork you changed.
G System	Syncs that finished or failed, your device coming online or going offline, and store sign-ins.

Events are listed by day, newest first, each row with the source it came from, a dot for how it went (green for done, amber for a change worth a look, red for a failure) and the time. Events that repeat are grouped into one row, with a count and the time span they cover. **Show details** on a row gives the specifics: which platform, the old and new price, the new name. **Load more** at the bottom goes further back.

How far back it goes

On the free plan, Events shows the last 48 hours; a note at the top says how many older events are hidden. GameDock Plus shows everything. Nothing is deleted: older events reappear if you subscribe.

A game's own time played is never cut short: its [Play history](#) goes back to the first sync that recorded any, on either plan.

The dashboard's **While you were away** shows a summary of the same changes from the last seven days, and the daily digest email (part of GameDock Plus) sends one each morning. Neither clears this feed.

Wishlist, purchases and owned

Price alerts on the games you want, what you paid for the ones you have, and what your library is worth.

Wishlist prices and alerts

See your wishlists from every store with their prices, and be told when a game drops to the price you want.

Wishlist in the sidebar gathers the games on your Steam, PlayStation, GOG and Epic Games wishlists, each at its own store's price. Set a price alert on a game and GameDock tells you when it drops to your price.

GD GAMEDOCK

WISHLIST · ALL SOURCES

Wishlist Sync all sources

Everything you are waiting on, across every connected store, at each store's own price.

WISHLISTED	ON SALE	SAVING IF BOUGHT NOW	PRICE ALERTS
247	58	\$2,082.16	1
Every connected store	At each store's own price	Against each full price	Targets you have set

Search titles... Show All · 247 Sort Title Filters 247 OF 247

Buying the 231 priced games here today would cost \$10,261.51, with 16 more announced but not yet priced. Prices charged in another currency are converted to AUD at today's European Central Bank reference rate; your bank's rate will differ. Every store's wishlist on one list, at each store's own price. This view stops at what all four can answer. Steam's cheaper-key prices and bundle finds, and PlayStation's lowest-ever prices, live on those stores' own pages, which each row's store chip opens. A target set here is set in that store's currency, which is what it will charge.

GAME	PRICE	WAS	ALERT
A Hat in Time 2017 · 46 ACHIEVEMENTS Steam	\$43.95 FULL PRICE	— NOT DISCOUNTED	Set alert
A Way Out 2018 · 14 ACHIEVEMENTS Steam	-70% \$11.98 ON SALE	\$39.95 FULL PRICE	Set alert
Age of Empires II: Definitive Edition - Chronicles: Alexander the Great 2025 · AGE OF EMPIRES Steam DLC	\$19.95 FULL PRICE	— NOT DISCOUNTED	Set alert
Age of Empires II: Definitive Edition - Chronicles: Battle for Greece	\$19.95	—	Set alert

Your wishlist from every store

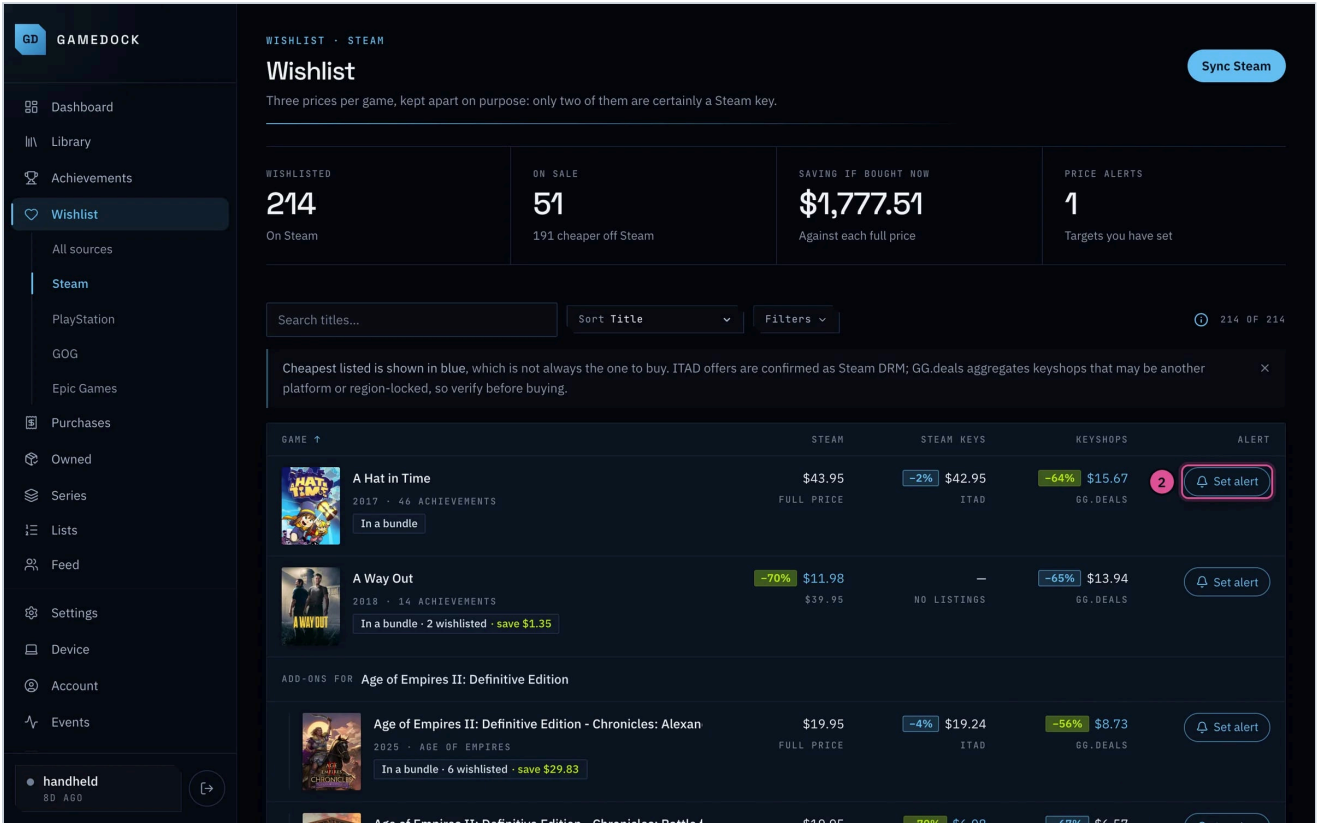
What the page shows

All sources lists every wishlisted game, with its store, its price now and before any sale, and its price alert. The figures across the top count what you have wishlisted, how many are on sale, how much you would save buying the discounted ones now, and how many price alerts you have set. Each store's own page shows the same four; on **Steam**, the line under **On sale** also counts the games that are cheaper off Steam.

- **Search titles...** finds a game by name.
- **Show** narrows the list to games **On sale**, **At target**, **Watched** (the ones with an alert), or with **No price**.
- **Sort** orders by title, cheapest, biggest discount, or most recently added.
- **Filters** picks one store.

Under each title is the game's year, and on Steam its series and achievement count; anything to know about it, such as **In a bundle** or **DLC**, sits on its own line beneath. A game with no cover art shows a tile with its short name. A price in another currency sits beside its conversion into yours at today's rate, in the order **Show amounts in** chooses; on each store's own list the store's price comes first unless you chose your currency. See [Currencies and exchange rates](#). The rows under **Wishlist** in the sidebar show one store at a time, with more detail than the combined list.

Steam: prices side by side



The Steam price beside cheaper keys

The Steam list shows two prices side by side:

COLUMN	WHERE THE PRICE COMES FROM
Steam	The Steam store itself.
Steam keys	The lowest offer on IsThereAnyDeal that is confirmed to be a Steam key.

Each shows how much it saves against Steam's full price, and the cheapest is in blue. **In a bundle** under a game means Steam sells it in a bundle; press it to see what the bundle would cost you, leaving out the games you already own. It opens with how many of the bundle's games you own, what the rest would cost on their own and in the bundle, and what you would save, then lists each purchase with its bundle price and its price alone, grouped by series. Add-ons sit under their game.

STEAM BUNDLE

Hazelight Bundle

YOU OWN

0 of 2

2 to buy · 2 on your wishlist

SEPARATELY

\$26.96

The 2 on their own

IN THE BUNDLE

\$25.61

5% off each part

YOU SAVE

\$1.35

Buying the bundle

YOU'D BE BUYING (2 PURCHASES)

A Way Out (2018)

\$11.38

\$11.98 ALONE

It Takes Two (2021)

\$14.23

\$14.98 ALONE

Worked out from Steam's bundle rules against your library. Confirm in your cart.

Open on Steam

What a bundle would cost you

Filters narrows the list to games on a Steam sale, where a Steam key is cheapest, or games you are watching, and to games with or without achievements.

Set a price alert

1. Open **Wishlist** and pick the game's store in the sidebar, or stay on **All sources**.
2. Press **Set alert** 2 in the game's **Alert** column.
3. Type the price you would pay, or press one of the suggestions under the box, then press **Set alert**.

-2% \$42.95

-64% \$15.67

Set alert

ITAD

GG DEALS

Tell me when A Hat in Time drops below

\$

\$32.96

25% off

\$21.98

50% off

\$42.95

Key price

In AUD, the store's own currency. Alerts appear on the Dashboard and in the sidebar.

Cancel

Set alert

Tell me when it drops below

The suggestions are a quarter and half off the game's full price, and on the Steam list also the cheapest Steam key. Type the price however you write prices: 12.50 , 12,50 and \$12 all work. The price is in the store's own currency, since that is what the store will charge; the box shows its sign.

GD GAMEDOCK

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Last updated 8 October 2026

Once set, the button reads **Below** and your price, with how far the game still has to drop beneath it. Press it to change the price, or **Remove alert** to stop watching. When the price reaches yours, the button turns green and says **Target hit**.

You can also set an alert on a game's own page, under **What it costs now**, for a game on your Steam wishlist.

NOTE

On the free plan you can have alerts on five games at once, across every store. A sixth is refused with a message saying so; remove one first. GameDock Plus has no limit.

When you are told

With an alert set, GameDock tells you the first time the price reaches it or goes below it. For a Steam game it checks the cheapest of the prices it lists; for the other stores, the store's own price.

- It tells you again only if the price drops further.
- Once the price goes back above your target, the next sale tells you again, even at the same price.
- Changing the price starts afresh.

An alert shows as a count beside **Wishlist** in the sidebar, as an item under **Needs you** on the dashboard, and in a **Targets met** panel at the top of that store's wishlist. **Dismiss all** there clears that store's alerts.

Alerts are shown in GameDock only; they are not emailed.

NOTE

A Steam game shows **At target** when any of its prices meets your target (the same rule as the alert), so on **All sources** it can be at target while the Steam price beside it is still above.

Add a game to your Steam wishlist

A game's page offers **Add to wishlist** when the game is on Steam and not in your Steam library. It needs the Companion and you signed in to the Steam store in Chrome; otherwise GameDock says which of the two is missing and opens the game's Steam page so you can wishlist it there.

Keeping prices current

Wishlists and prices sync with each store. See [Keep everything in sync](#). **Sync all sources** at the top of the page, or **Sync Steam** on the Steam list, fetches them now.

NOTE

On the free plan, **Sync Steam** here (the wishlist and its prices together) counts as your one store sync by hand in any 24 hours. One that fails does not use it up, so you can run it again the same day. Prices still refresh on their own each day.

Review your Steam purchases

Bring in what you paid on Steam, and match each receipt line to the game it paid for.

NEEDS GAMEDOCK COMPANION

Purchases → **Steam** lists every receipt Steam has issued you, and which of your games each line on it paid for. Once each line is matched to the right game, GameDock knows what every Steam game cost you, which is what **Owned** and your library's value are worked out from.

Bring in your Steam purchases

Steam keeps what you paid on its own websites, which only your browser can read, so the import runs through the Companion.

1. In Chrome, make sure you are signed in to both the [Steam store](#) and [Steam Help](#). See [Steam](#).
2. Press **Sync Steam** at the top of **Purchases** → **Steam**, or go to **Settings** → **Sync**, open Steam's row, and press **Sync** beside **Purchases**. On **Owned** → **Steam**, **Sync Steam** brings in purchases and then refreshes prices.

GameDock reads the licences on your account (including games you activated with a key or got free) and your wallet history with each receipt's lines and prices. It works out which product each line was for 25 lines at a time, so a long history takes a few syncs to finish. Turn on the Companion's **Run automatically** to keep it up to date without thinking about it. See [Keep everything in sync](#).

If you are signed in to the Steam store but not to Steam Help, the sync brings in your licences only, without what you paid, and says so.

Steam Help's sign-in runs out sooner than the store's. When there is a new receipt to read, the sync first opens Steam Help in a background tab for a moment, which renews it. If Steam still wants you to sign in, the sync says so: sign in at help.steampowered.com and sync again.

Clear the review queue

GameDock matches each receipt line to a game in your library by its title, and confirms the ones where the names are identical. The rest wait for you under **Needs review**.

PURCHASES · STEAM

Purchases

Every receipt Valve has issued you, and which of your games each line actually paid for.

SPENT ON GAMES	ORDERS	ITEMS BOUGHT	COVERING
\$1,089.93 What Valve billed	54 Steam receipts	281 Receipt lines	2024-2026 3 years

EXACT TITLE
13
 Nothing to decide

NEAR TITLE
2
 A glance each

NO MATCH
0
 Needs a choice

The 13 matched on an exact title, so clearing them is a string comparison rather than a judgement. The other 2 are the only ones worth your attention.

Confirm all 13
Re-match pending

Show Needs review · 15
15 LINES

Spend is the sum of what Valve actually billed, order by order. It is never the sum of line list prices, which counts a bundle once per game in it.

28 July 2026
Retail / CD key
Price needed

2ND AGO · 1 LINE · STEAM LICENSES

Chess Ultra
 ENTER WHAT YOU PAID

0.00

→

Chess Ultra
 STEAM · IN YOUR LIBRARY

EXACT TITLE
Change...
Save price
Ignore

28 July 2026
Retail / CD key
Price needed

2ND AGO · 1 LINE · STEAM LICENSES

LEGO® STAR WARS™: The Force Awakens - Deluxe Edition
 ENTER WHAT YOU PAID

0.00

→

LEGO Star Wars: The Force Awakens
 STEAM · IN YOUR LIBRARY

PREFIX MATCH
Change...
Save price
Ignore

The review queue: exact matches, near matches, and lines with no match

The panel at the top sorts the waiting lines into three: exact titles with nothing to decide, near titles worth a glance each, and lines with no match that need a choice.

- **Confirm all** A confirms every line whose match is exact or nearly so, in one go. Retail lines still waiting for a price are left for you.
- **Re-match pending** B tries again for every waiting line, useful after a Steam or DLC sync has added games to your library.
- **Show** C switches between **Needs review**, **Retail / CD key**, **Complimentary / free**, **Confirmed**, **Unmatched library**, **Ignored**, and **All**.

Each line then says why it is waiting, and what it has been matched to:

28 July 2026 Retail / CD key Price needed

2ND AGO · 1 LINE · STEAM LICENSES

Chess Ultra
 ENTER WHAT YOU PAID

0.00

→

Chess Ultra
 STEAM · IN YOUR LIBRARY

EXACT TITLE
Change...
Save price
Ignore

One receipt line: what Steam called it, what you paid, and the game it matched

- **Change...** D, or **Attach...** when nothing matched, picks the right game or DLC yourself. Search your library and owned DLC, or paste a DLC's Steam app number or store address into **Or Steam appid / store URL....** A line that paid for several games can be split between them; the amount is shared out. Press **Save 1 assignment** (it names how many you picked) to confirm your choice.

- **Save price** **E** records what you paid, for a line Steam has no price for: a key bought elsewhere, or a gift. Type the amount into the box beside the title first.
- **Ignore** **F** sets aside a line that is not a game, such as wallet credit. **Un-ignore** brings it back.
- **Confirm** accepts the match GameDock suggested.

The label beside each match says how sure GameDock is: **Exact title**, **Same once loosened**, **Prefix match**, **Title contains**, **Chosen by you**, or **No match**. If a line still cannot be identified, it offers a link to SteamDB so you can look it up.

A line marked **Not owned** is a receipt for something Steam no longer lists on your account, so it was refunded or bought as a gift for someone else. It is not counted among the lines with no match; press **Ignore** to set it aside.

Keys and gifts: Retail / CD key

A game activated with a product key appears as a **Retail / CD key** line with **Price needed**, because Steam never saw what you paid. Choose **Retail / CD key** under **Show**, type what you paid beside each one, and press **Save price**. To activate a new key and record its price in one go, see [Redeem a Steam CD key](#).

Games that came free with another

Unmatched library lists the Steam games and DLC you own that no receipt line has claimed, often extras that came with something else, such as a soundtrack or a game in a bundle. Press **Attach as free** beside one, or tick several and press **Attach N as free...**, then pick the purchase it came with and press **Save free include** (or **Save N free includes**). It is recorded at no cost, and the whole price stays with the game you paid for.

A free include can only go on a line you have already confirmed, so confirm the paid game first.

The figures at the top

The page counts what you spent on games (the totals Steam actually billed for each order, not the sum of each game's full price), your orders, the items bought (one per receipt line), and the years your receipts cover. Lines you have never reviewed are counted in the review card beneath, which is where you clear them.

NOTE

On the free plan, Purchases shows the last 12 months, and older receipts are not kept when purchases are imported. After you subscribe to GameDock Plus, sync purchases again to bring in the rest.

Redeem a Steam CD key

Activate a Steam key from GameDock, record what you paid, and start installing it.

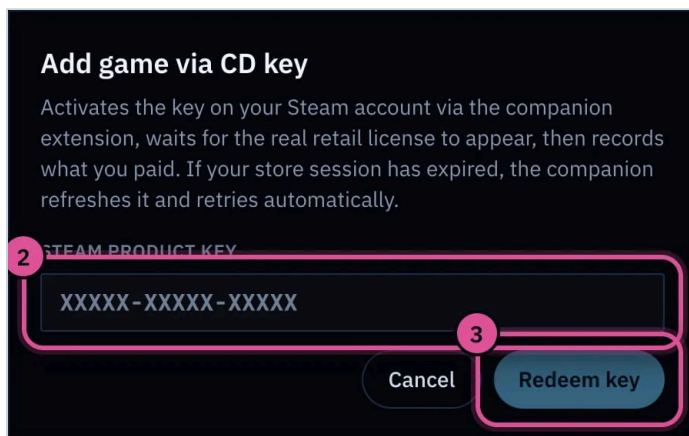
NEEDS GAMEDOCK COMPANION

If you buy a Steam key from another shop, you can activate it from GameDock instead of from Steam. GameDock activates it on your Steam account, records it as a retail purchase with what you paid, and can start installing it on your device.

You need the Companion installed, with you signed in to the [Steam store](#) in Chrome.

Activate a key

1. Go to **Purchases** → **Steam** and press **Add game via CD key**.
2. Type or paste the key into **Steam product key** **2**.
3. Press **Redeem key** **3**.



Activating a Steam key from GameDock

4. GameDock activates the key on Steam, waits for Steam to list the new licence, then brings it into your library. This takes a minute or so; if your Steam sign-in has run out, the Companion refreshes it and carries on.
5. Type what you paid for each game the key unlocked, and press **Save price**. **Skip for now** leaves it for later, as **Price needed** under **Retail / CD key**.
6. If you have a device with GameDock Helper, **Install on device** starts installing the game there. Otherwise press **Close**, or **View game details** to go to its page.

If the key was already on your account, GameDock says so and still brings in the licence so you can record its price.

If it does not work

The key box comes back with a message saying what went wrong:

That product code is not valid.	Check for characters that look alike (I, L and 1; 0 and O; V and Y) and try again.
This product code has already been activated on a different Steam account.	The key has been used. Contact the shop you bought it from.
This product is not available for purchase in your country.	The key is locked to another region and cannot be used on your account.
This product code requires a base game you do not own yet.	The key is for an add-on. Get the game it belongs to first.
Too many recent activation attempts.	Steam has paused activations on your account for a while. Wait, then try again.
Log into store.steampowered.com before redeeming a key.	Sign in to the Steam store in Chrome, then try again.
Install/enable GameDock Companion to redeem keys.	Install the Companion. See Install GameDock Companion .
Steam has not listed this license yet.	The key worked, but Steam was slow to show it. Sync purchases in a minute, then enter the price under Retail / CD key .
Steam may already have activated this key	Do not redeem it again. Sync Steam, and the game will appear.

Installing needs a device that is paired and switched on. If the window says **No linked device**, pair one from **Settings**; if it says **Device offline**, wake it and try again.

PlayStation purchases

Bring in your PlayStation Store order history, and correct what an item is.

NEEDS GAMEDOCK COMPANION

Purchases → **PlayStation** lists everything in your PlayStation Store order history (games, add-ons, subscriptions and more) with what each cost. If PlayStation charged you in another currency, each amount shows what it charged and the amount in your own currency, whichever **Show amounts in** in [Preferences](#) puts first.

PURCHASES · PLAYSTATION

Purchases

Every product from your PlayStation order history, billed in GBP.

SPENT ON GAMES
£651.08
Full games only · ≈ \$1,211.97 in your currency

ORDERS
231
With a game on them

ITEMS BOUGHT
280
161 via PS Plus, listed at £14,969.50

COVERING
2009–2025
17 years

Search receipts and titles... Show Games · 280 Filters

Prices are per product, not per order: a single PlayStation order can contain several games, each bought at its own price. AUD figures are converted at the European Central Bank reference rate for each purchase's own date: an approximation for comparison, not what your bank charged.

19 Apr 2025
1Y AGO · 4 ORDERS · 4 ITEMS

- Hogwarts Legacy** PS5 PS Plus £64.99
- The Last of Us Part I** PS5 PS Plus £69.99
- The Texas Chain Saw Massacre** PS5 PS Plus Not in library £15.99
- RoboCop: Rogue City** PS5 PS Plus Not in library £49.99

Your PlayStation order history

Bring in your order history

PlayStation only shows your order history to you, signed in, so the import runs through the Companion.

1. Go to **Purchases** → **PlayStation** and press **Sync PlayStation**.

The Companion opens PlayStation in a background tab and pages through your order history, showing each step as it goes: opening PlayStation, reading each page of your history, saving it, then working out which game each purchase was. If you are signed out of playstation.com, it signs you in with your existing Sony account session when there is one. If PlayStation needs your password, the tab stays open for you to sign in; press **Sync PlayStation** again afterwards. When it finishes, GameDock says how many transactions it brought in. Run it again whenever you have bought something new, or let **Sync everything** on **Settings** → **Sync**, or the Companion's background sync, keep it up to date.

If the message adds *capture was partial*, some of your history could not be read, so run it again. If it says the currency came from your settings, GameDock could not tell your PlayStation account's region, and has assumed your own currency; check it is right.

What the page shows

The figures across the top are what you spent on games, your orders with a game on them, the items bought, and the years your history covers. **Spent on games** counts full games only (not add-ons or demos, which **Purchases** → **All sources** counts under **Games**), and the line under it gives what you spent overall, leaving out money added to your wallet. The line under **Items bought** gives how many you claimed through PlayStation Plus and their full-price value.

Purchases are grouped by day. Each item shows its console, and labels such as:

- **PS Plus**: claimed with a PlayStation Plus subscription. You can play it while you subscribe, but do not own it outright, so it has no price.
- **Free**: a free game or demo.
- **Not in library**: GameDock has not matched it to a game in your library yet.
- **Add-on for**: an add-on, and the game it belongs to.

A discounted item shows its full price struck through. A game bundle lists the games inside it.

Show picks a kind of item: **Games** (the default), apps, add-ons, demos, themes, video, subscriptions, wallet top-ups, **Unidentified**, or everything. If you have bought for more than one console, **Filters** narrows the list to one.

Correct what an item is

PlayStation does not always say what an item is. Items it does not describe are under **Unidentified**, each with buttons to say what it is; on any other item, open the ... menu beside its price and choose **Change category** for the same buttons.

Most of what ends up there is streaming apps such as Netflix, YouTube and Spotify: nothing in your order history tells an app apart from a game, so GameDock leaves them for you to mark as **App** rather than guess. It also looks up the items it could not identify again about once a month, so a game that game databases add later sorts itself out.

1. Choose **Game...**, **App**, **Add-on**, **Demo**, **Theme**, **Video**, **Subscription** or **Something else**.
2. For **Game...**, search for the game and pick it (or several, for a bundle) and press **Save**.

The change applies to your purchases straight away, and is suggested to GameDock's shared catalogue so other players benefit once it is approved. **undo** beside **Identified** reverses it.

Every purchase in one place

What you have spent across every store, and how it is counted.

Purchases → **All sources** puts every order from Steam, PlayStation, GOG and Epic Games, and every disc or boxed copy you bought, into one list, newest first, and adds up what you have spent.

PURCHASES · ALL SOURCES

Purchases

Every receipt every connected store has issued you, in one run.

SPENT ON GAMES
\$2,532.27
In AUD, converted where a store billed in another

ORDERS
351
Across every store

ITEMS BOUGHT
643
Games and game content

COVERING
2009–2026
18 years

Sync all sources

Spend is what each store billed for games and game content. [How these figures work](#)

Search products... Show Games · 351 Filters

2 Oct 2026 GOG
CREDIT CARD
USD 10.19
≈ \$14.58

CLGPE
Croc Legend of the Gobbos Platinum Edition
NOT IN LIBRARY

17 Sept 2026 Steam
\$2.24
BILLED

MotoGP 23
IN YOUR LIBRARY

MotoGP 23
IN YOUR LIBRARY

Every receipt, from every store

What counts as spending

- An order counts at what the store actually billed you, not what the games in it would cost separately.
- Money added to a Steam or PlayStation wallet is not spending, because the games you then buy with it are counted instead.
- An order in another currency is converted into yours at the rate on the day of that order. It shows what the store billed with the conversion beneath it marked ≈, or the other way round if **Show amounts in** is set to your currency. See [Currencies and exchange rates](#).

Show chooses what is counted: **Games** (the default: games, add-ons and demos), **Everything**, **Subscriptions & media**, or **Wallet top-ups**. The figures across the top follow it, and the line under them says what they count; **How these figures work** beside it explains each one, along with what went on subscriptions and wallet top-ups. **Search products...** finds an order by what was in it, and **Filters** narrows the list to one **Store**, to **Billed** or **Free** orders, or to one **Year**.

Each order shows its store, what it cost, and up to eight of the things in it (with how many more there are), each marked **In your library** or **Not in library**. Orders you claimed free, such as Epic's weekly giveaways, are marked **Claimed free**.

NOTE

On the free plan, Purchases shows the last 12 months; a note at the top says how many older orders are hidden. Older orders are not kept when a store's purchases are imported, so after you subscribe to GameDock Plus, sync each store's purchases again to bring in the rest.

Sync all sources at the top of the page brings in new orders from every store now. See [Keep everything in sync](#).

Each store's own page

The rows under **Purchases** in the sidebar show one store at a time:

- **Steam:** each receipt line matched to the game it paid for, with a queue to review. See [Review your Steam purchases](#).
- **PlayStation:** your order history, with PlayStation Plus games marked. See [PlayStation purchases](#).
- **GOG** and **Epic Games:** each order with what it cost and whether you claimed it free. **Show** narrows it to paid or claimed-free orders. They come in with each store's sync. See [GOG](#) and [Epic Games](#).
- **Physical:** what each disc or boxed copy cost, where you can add a price you left out. See [Games on disc](#).

Discs and boxed copies

In **All sources**, each disc or boxed copy you bought is an order of its own, dated the day you bought it and priced in the currency you paid. A copy you were given, traded for, or got with a console is not a purchase, so it is left out, and so is a copy with no date yet. Add the date on **Purchases** → **Physical**. A copy with a date but no price shows **Add price**, which opens that copy there.

What you own and what it is worth

Compare what you paid for your games with what they cost today.

Owned lists every game you own on every store, what you paid for each, and what it would cost to buy today.

The screenshot shows the 'Owned' page in the Gamedock application. The left sidebar contains navigation links: Dashboard, Library, Achievements, Wishlist, Purchases, and Owned (selected). The 'Owned' section has sub-links for All sources, Steam, PlayStation, GOG, Epic Games, and Physical. The main content area shows a summary of owned games across all sources, with a 'Sync all sources' button. The summary includes: Games Owned (310), Paid for these (\$2,511.99), Worth today (\$7,393.09), and Value vs Paid (3.5x). Below this is a table of owned games with columns: Game, Source, Platform, You Paid, Listed At, and Acquired. The table lists four games: A Bug's Life, A Plague Tale: Innocence, A Way Out, and Age of Empires II: Definitive Edition.

GAME	SOURCE	PLATFORM	YOU PAID	LISTED AT	ACQUIRED
A Bug's Life RELEASED 1 NOV 1998	PlayStation	PlayStation 3	£5.49 ≈ \$10.89	— NO PRICE	18 Dec 2013
A Plague Tale: Innocence RELEASED 14 MAY 2019	Steam	PC (Steam)	\$6.49	\$64.95 TODAY	8 Sept 2026
A Way Out RELEASED 23 MAR 2018	PlayStation	PlayStation 4	£8.74 ≈ \$15.83	£0.00 TODAY	12 Nov 2020
Age of Empires II: Definitive Edition RELEASED 14 NOV 2019	Steam	PC (Steam)	— NO PRICE ON IT	\$39.95 TODAY	18 May 2024

What you own, and what it is worth now

The figures

- **Games owned:** every game on every store you have connected, and every disc or boxed copy you have added.
- **Paid for these:** what you paid for them, from your receipts, each converted at the rate on the day you paid.
- **Worth today:** what those games cost in their stores today, at today's price and today's exchange rate. A game on sale counts at its sale price. The line under it says how many of your games a store still sells.
- **Value vs paid:** how the two compare, over the same games.

The last two only count games that have both a receipt and a price in their store today, so they compare like with like; the line under the figures says how many that is, and **How these figures work** beside it gives each figure's definition. Every store's own page shows the same four figures in the same order; a store that quotes no current price, such as GOG or Epic Games, shows a dash there and says why.

The list

Each game shows where you own it, on which platform, what you paid, what it lists at today, and when you got it. **Search owned games...** finds one by name. **Receipt** narrows the list to games **With a receipt** or with **No receipt**; **Sort** orders by **Title**, **Biggest gain**, **Most paid** or **Lists highest**. **Filters** picks one store. **Sync all sources** at the top of the page brings in the latest purchases and prices now.

A price a store billed or listed in another currency shows both amounts, the store's first or yours first as **Show amounts in** in [Preferences](#) chooses. The totals at the top are in your currency, or in the store's when everything on that store's page was billed in one other currency and you have chosen the store's.

A game with **No receipt** is one GameDock has no purchase for: it may have been a gift, free, or bought before your purchase history begins. A game no longer sold shows the price on its receipt instead of today's.

Each disc or boxed copy is a row of its own, with what you paid for it. **Listed at** stays empty, because no store quotes today's price for a disc, so copies are not in the last two figures. A copy you were given, traded for, or got with a console says so instead of a price, and one you bought but have not priced yet says **No price yet**. Add it on **Purchases** → **Physical**.

The rows under **Owned** in the sidebar show one store at a time. On PlayStation, games you have through PlayStation Plus are marked **Subscription**, and you can show them on their own.

Steam: clear the queue first

Every figure here is provisional until the match queue is cleared.

15 receipt lines have never been reviewed, and the totals above cover the 205 games that carry both a receipt and a current store price.

[Open match queue](#)

Steam's figures depend on the review queue

Steam's figures are only as good as the matching of receipt lines to games. While lines are waiting for review, **Owned** → **Steam** says so; press **Open match queue** to go and clear them. See [Review your Steam purchases](#).

Library value on the dashboard

The dashboard's library value is what all your Steam games and DLC would cost on the Steam store today, in your Steam account's currency. Free games count as nothing, and games Steam no longer sells are left out. It is updated each time Steam prices are refreshed.

Currencies and exchange rates

Choose the currency amounts are shown in, and how other currencies are converted.

GameDock keeps every price in the currency the store used, and converts it into yours only for display. A converted amount is an approximation: your bank will have used its own rate.

Choose your currency

1. Go to **Account** → **Preferences**.
2. Under **Currency**, choose the currency you want amounts shown in.
3. Press **Save changes**.

Store region sets which region's prices GameDock reads when it cannot tell from your store account, and **Timezone** sets when your day begins: for playtime, the daily digest, and which year a purchase falls in.

Each store you connect usually knows its own region, and GameDock uses that where it can. Steam prices and your library's value are always in your Steam account's own currency.

How amounts are written

When a store billed you in another currency, **Show amounts in** (in [Preferences](#)) decides which comes first: what the store billed, with the amount in your currency beneath it marked ≈, or the amount in your currency, with what the store billed beneath it. Hover over either to see which day's rate was used. A price in a store today, such as on a wishlist, works the same way, with **listed** in place of **billed** since nobody has paid it yet.

Amounts follow your **Number and date format**. A currency is shown by its own sign where nothing else shares it, such as £ or €. Where a sign is shared, only the currency your format belongs to keeps it: in English (Australia), Australian dollars read **\$59.99** and US dollars **USD 59.99**; in English (United States), the same amounts read **A\$59.99** and **\$59.99**.

Which rate is used

GameDock uses the European Central Bank's published reference rates:

AMOUNT	CONVERTED AT
What you paid for something	The rate on the day you paid. If there was no rate that day, such as a weekend, the last one before it.
Prices today, and your library's value	Today's rate.

Hover over a converted amount to see which day's rate was used. When there is no rate at all for a currency, the amount is left as it was and not added to the totals; the page's note names what was left out.

GameDock Helper

The Linux app that lets GameDock see and manage the games on the machine you play on.

Install GameDock Helper

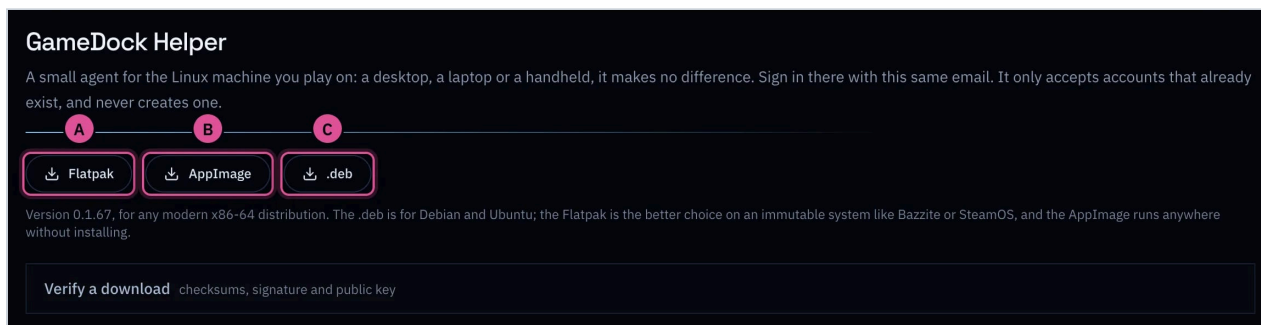
Download the Helper for your Linux machine, install it, and sign in.

GameDock Helper is a small app for the Linux computer or handheld you play on. It lets GameDock see what is on that machine (installed games, Lutris and Heroic games, emulators, save files and free disk space) and act on it: installing games, moving them between drives, and backing up saves.

It runs on any modern 64-bit (x86-64) Linux, on a desktop, a laptop or a handheld. There is no Windows or Mac version.

Download it

1. In GameDock, go to **Settings** → **Devices**.
2. Under **GameDock Helper**, download the kind that suits your system. Every file is named after its version, such as `GameDock-Helper-0.1.68-linux-x86_64.flatpak`, so you can tell which one you have without installing it.



The three ways to install GameDock Helper

DOWNLOAD	CHOOSE IT FOR
A Flatpak	Handhelds, systems whose core is read-only, and any system where you install apps through Discover or GNOME Software. The best choice if unsure.
B AppImage	Any Linux, without installing anything: you run the file itself.
C .deb	Debian and Ubuntu.

Install it

In a terminal, in the folder you downloaded to, with the name of the file you downloaded:

- **Flatpak:** `flatpak install --user --bundle GameDock-Helper-0.1.68-linux-x86_64.flatpak`, then open **GameDock Helper** from your apps menu. If the GNOME runtime it runs on is not installed yet, the install adds Flathub and fetches it, which takes a few minutes the first time.
- **AppImage:** `chmod +x GameDock-Helper-0.1.68-linux-x86_64.AppImage`, then run the file. Keep it somewhere permanent, such as `~/Applications`, because that is the copy that will start with your desktop.

- **.deb:** `sudo apt install ./GameDock-Helper-0.1.68-linux-x86_64.deb`, then open **GameDock Helper** from your apps menu.

Use one kind only. The Flatpak and the AppImage keep their settings separately, and cannot run at the same time.

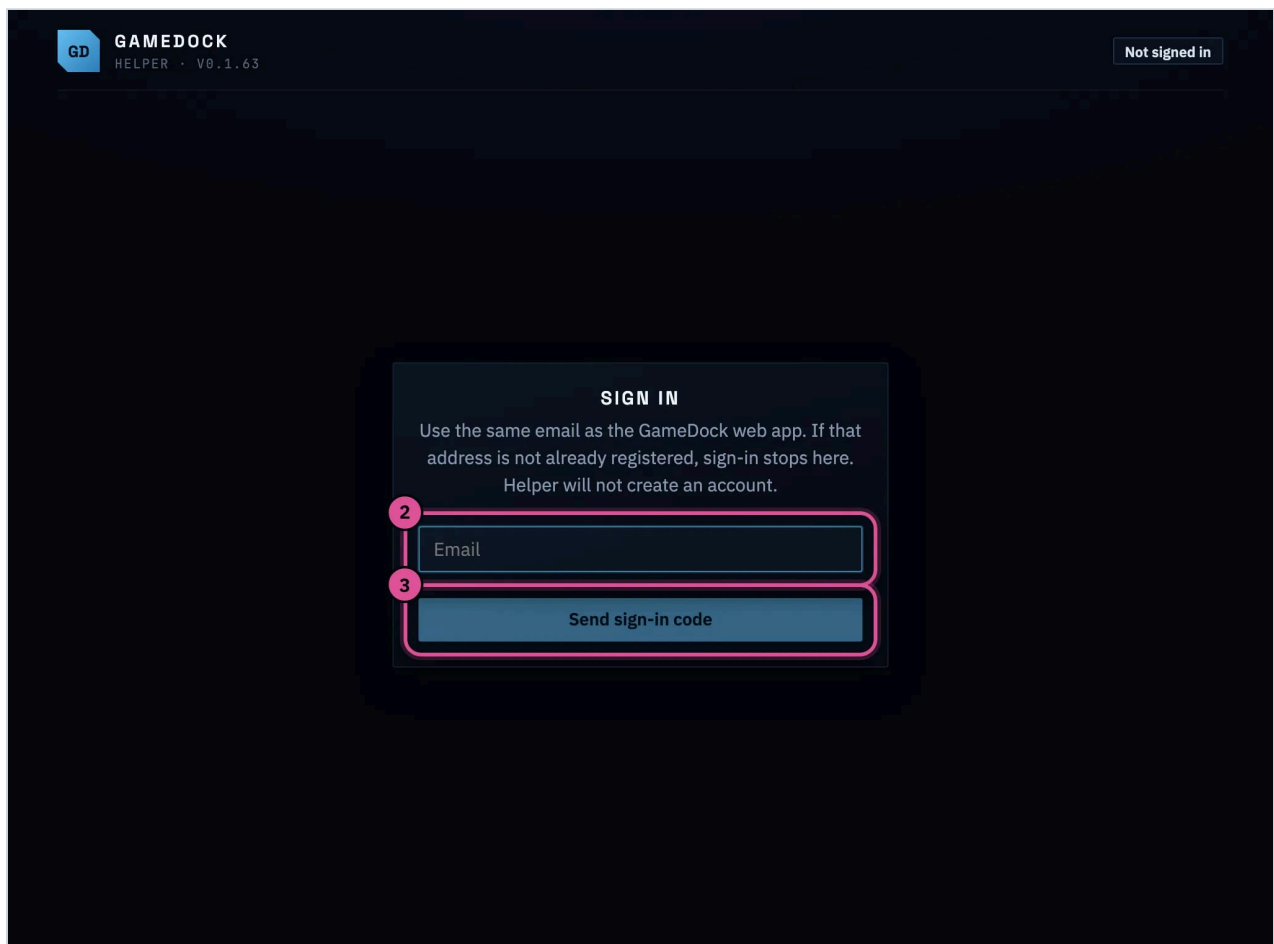
TIP

To check a download is the one GameDock published, open **Verify a download** under the buttons. It gives each file's checksum and signature, the public key, and the command to check them with.

Sign in

The Helper asks you to sign in before anything else, with the same email address you use for GameDock.

1. Open GameDock Helper.
2. Type your email address **2**.
3. Press **Send sign-in code** **3**.



Signing in to GameDock Helper

4. Type the six-digit code from the email into the box that appears, and press **Sign in**.

The Helper then shows its setup screen. See [Set up GameDock Helper](#). Within a few seconds, the machine appears on **Settings** → **Devices** in GameDock, with **Online** beside it.

The Helper never creates an account. If it says there is no GameDock account for your address, sign in on the GameDock website first (see [Create your account and sign in](#)), then come back.

NOTE

The free plan allows one device; GameDock Plus allows three. Signing in again from the same machine does not count as another device. If your plan's devices are all in use, the Helper says *Device limit reached* and does not sign in: to swap one device for another, remove the old one first. See [Remove or re-link a device](#).

Updating it

The Helper does not update itself. When a newer version is out, **Settings** → **Devices** says *A newer GameDock Helper is available*, and names each of your devices that is behind and the version it has.

A newer GameDock Helper is available: v0.1.67. handheld has v0.1.60. Download the same packaging below and install it over the old one. [How to update it](#)

Each device that is behind is named, with its version

Most updates can wait until it suits you. Now and then one fixes something that matters for your device's safety, and from then on GameDock stops sending an older Helper anything to do: an install, a move or a scan answers *GameDock Helper on that device is out of date*. Update the Helper and it works again; nothing is lost in between.

Download the same kind you installed, and press **Quit** in the Helper's tray menu. Then:

- **Flatpak:** `flatpak install --user --reinstall --bundle` followed by the new file's name. `--reinstall` replaces the installed Helper; your settings and sign-in are kept.
- **AppImage:** put the new file beside the old one and `chmod +x` it. When you run it, it takes over starting with your desktop, and you can delete the old file.
- **.deb:** `sudo apt install ./` followed by the new file's name. It replaces the installed version.

Open GameDock Helper again (for the AppImage, the new file). Within a few seconds, **Settings** → **Devices** shows the new version beside the device, and the notice goes once every device is up to date.

Set up GameDock Helper

Tell the Helper where your games, drives and Steam account are, and bring them into GameDock.

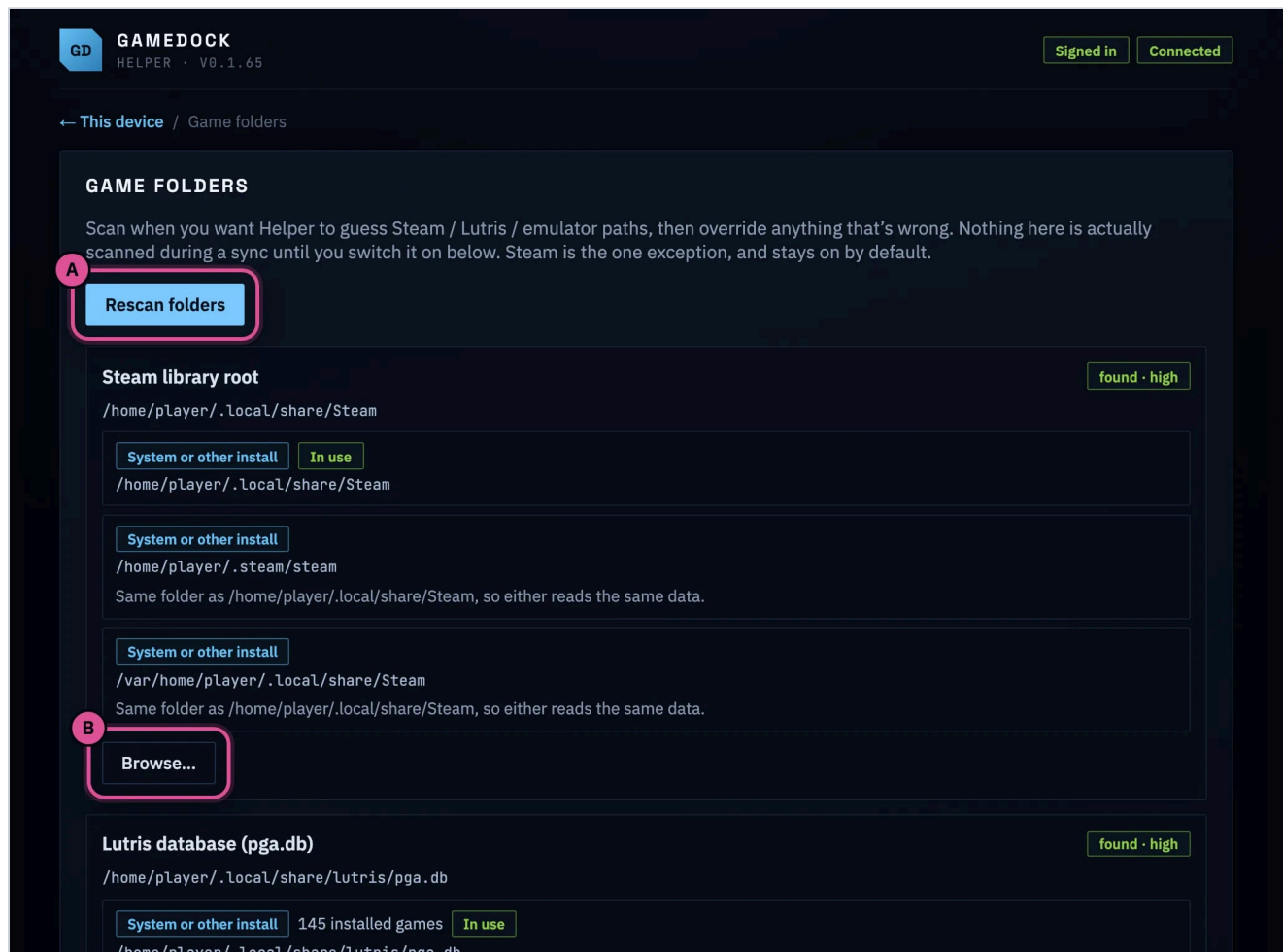
NEEDS GAMEDOCK HELPER

After you sign in, GameDock Helper opens on **This device**: a list of setup sections, each with a tick once it is done. Open one, do what it asks, and press ← **This device** to go back.

Nothing is scanned until you ask. Each page has a button that looks; the Helper remembers what it found. Once you are signed in, save backups and rewriting your Steam game names run by themselves; scans of your folders and drives wait for you.

Game folders

Tell the Helper where your games and emulators live.



Game folders: where Steam, Lutris and your emulators keep their games

1. Press **Scan folders** **A**, which reads **Rescan folders** once it has looked. The Helper looks in the usual places for Steam, Lutris, Heroic and each emulator it knows: RPCS3, Xenia, PCSX2, DuckStation, Dolphin, melonDS, Cemu, PPSSPP and the Switch emulators.

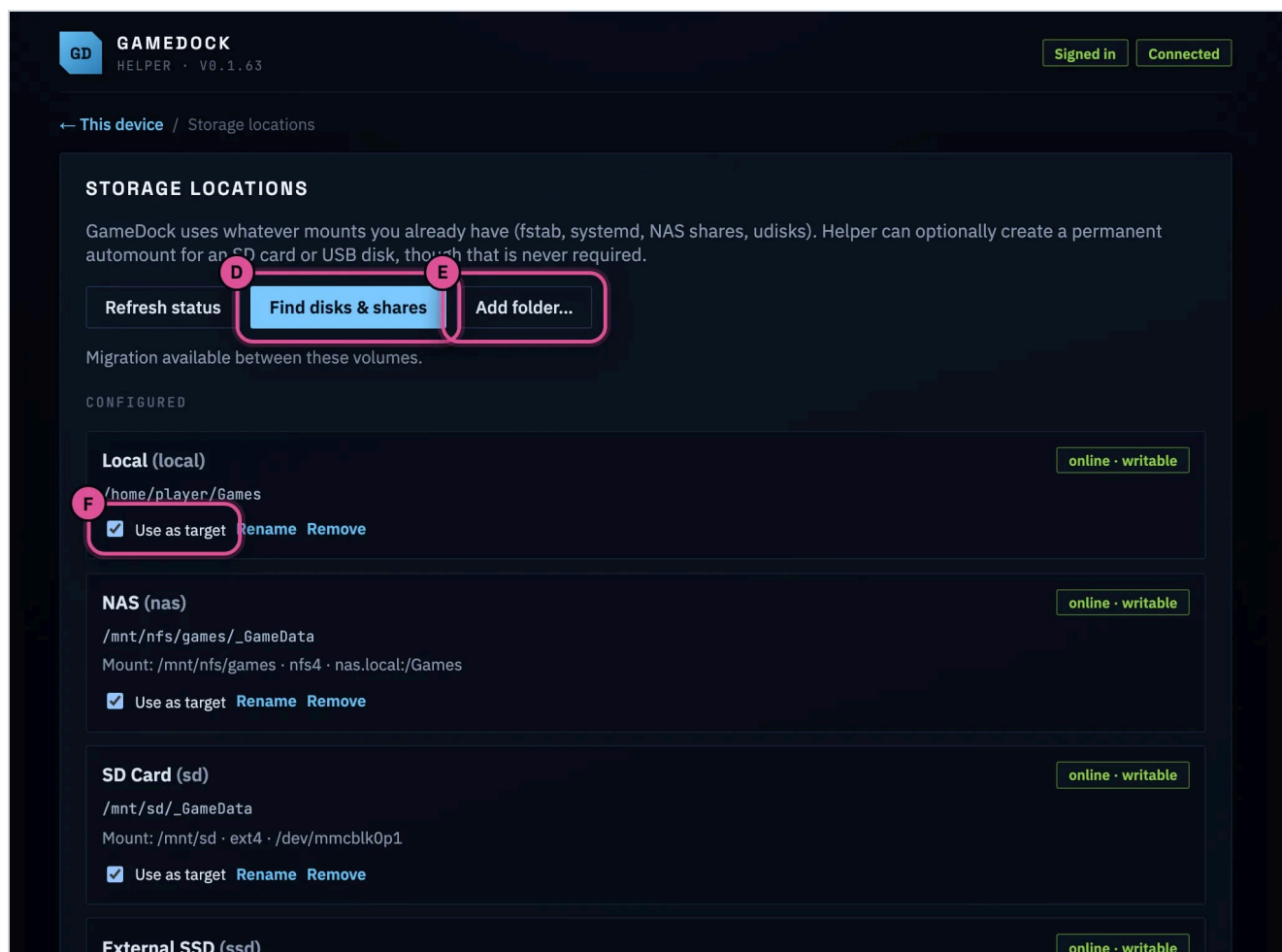
2. Check each row. **found** means the folder exists and **missing** that it does not; the second word says how sure the Helper is it is the right one. Under it is every folder the Helper found for that app, each labelled with how the app was installed (Flatpak, AppImage, a Lutris runner or another install) and how much it holds, such as installed games or saves. The one in use is marked **In use**. If two folders are really the same one, the second says so.
3. If a row uses the wrong folder, press **Use this folder** under the right one, or press **Browse...** **B** and choose another. Having both a Flatpak and an AppImage of an emulator is the usual reason to check: pick the folder that holds your games.
4. Switch on **Scan this source** for each launcher or emulator you want in GameDock.

PCSX2 and DuckStation keep their own list of the games they have found. Their rows show how many games each list holds; every list is read, so there is no folder to choose.

Steam is always read. Everything else is left alone until you switch it on: pairing a device does not start reading your Lutris or emulator library by itself.

Storage locations

Tell the Helper which drives your games can go on, so GameDock can show how full each is and move games between them.



Storage locations: the drives and shares your games live on

1. Press **Find disks & shares** **D**. The Helper lists the drives and network shares it can see: suggested Steam library folders, NFS and SMB shares that are already mounted, and SD cards and USB disks.
2. Press **Use this location**, **Use this share** or **Use current mount** beside each one you want. To add a folder that is not listed, press **Add folder...** **E**.
3. Leave **Use as target** **F** ticked on each location games can be moved to.

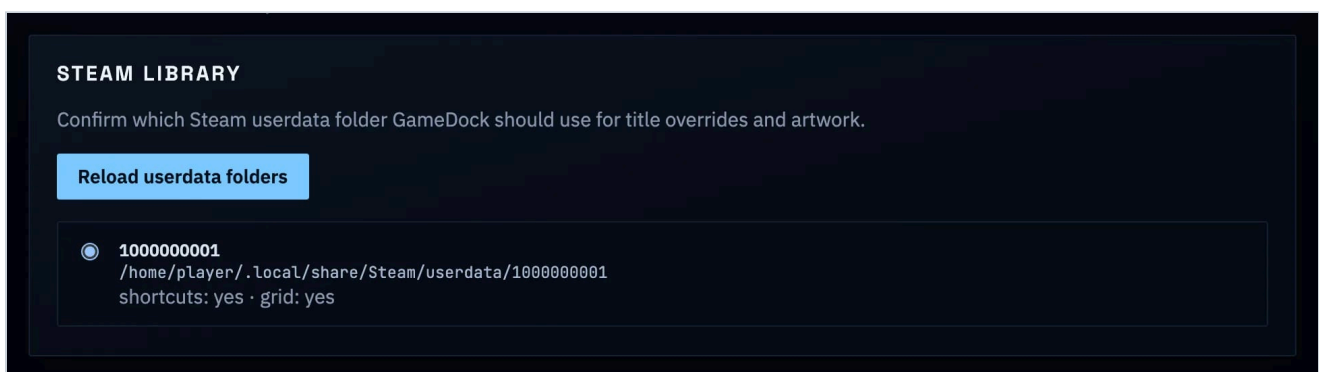
Your locations are listed under **Configured**, where **Rename** gives one a name you will recognise and **Remove** takes it off the list. **Refresh status** checks again which are connected.

The Helper uses the drives and shares you already have mounted: it never needs to set anything up. For an SD card or USB disk that is not mounted permanently, **Make permanent mount...** can make it mount by itself; it asks for your password.

A drive you unplug shows as offline, and comes back when you plug it in. Moving games needs at least two locations. See [Your device on GameDock](#).

Steam library

Choose which Steam account on this machine GameDock works with, for renaming games and changing their artwork in Steam.



Steam library: which Steam account's folder to use

1. Press **Find userdata folders**.
2. Choose your account's folder. Each is named by a number, the Steam account it belongs to; if only one person uses Steam on the machine, there is only one.

The other sections

- **Standalone games**: achievements for standalone PC games, installed outside a store launcher, that keep them in files on your PC. See [Achievements for standalone PC games](#).
- **Cloud save backups**: see [Back up your saves](#).
- **Background service**: see [Keep the Helper running](#).
- **Hub sign-in**: sign in again, if you ever need to. See [Remove or re-link a device](#).

Bring it into GameDock

Once the folders are set, go to **Settings** → **Sync** in GameDock and press **Sync** beside **GameDock Helper**. Your Lutris, Heroic and emulator games appear in **Library** under **Launchers** and **Emulators**.

After that, the Helper keeps GameDock up to date while it runs.

Keep the Helper running

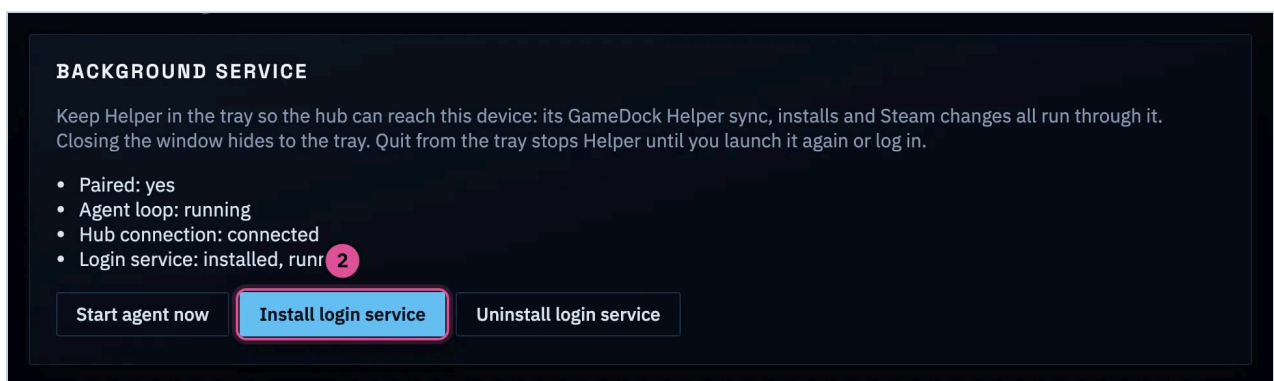
Start the Helper with your desktop so GameDock can always reach your device.

NEEDS GAMEDOCK HELPER

GameDock can only reach your device while GameDock Helper is running. Set it to start with your desktop, and it waits quietly in the system tray.

Start it with your desktop

1. In GameDock Helper, open **Background service**.
2. Press **Install login service** **2**.



Background service: start the Helper with your desktop

From your next sign-in to your desktop, the Helper starts on its own, straight into the tray. It does not start a second copy now: the one you have open keeps running. The page's list shows whether it is signed in (**Paired**), running now (**Agent loop**), connected to GameDock (**Hub connection**), and set to start with your desktop (**Login service**). **Uninstall login service** stops it starting by itself.

On a handheld, it starts again by itself each time you switch between Game Mode and Desktop Mode.

The tray

- Closing the Helper's window hides it to the tray; it keeps running.
- Click the tray icon, or choose **Open settings**, to bring the window back.
- **Quit** stops the Helper completely, until you open it again or next sign in to your desktop.
- Hover over the tray icon to see whether the Helper is connected to GameDock.

If your desktop has no tray, closing the window quits the Helper.

Is it connected?

The second badge at the top right of the Helper's window, beside **Signed in**, says whether GameDock can reach your device right now. **Connected** means it can, and **Connecting...** that it is about to.

Reconnecting... means the Helper cannot reach GameDock and keeps trying by itself; hover over the badge to see why, and when it will try next. **Not connected** means the Helper is not running its

connection at all: press **Start agent now** on **Background service**. **Background service** lists the same under **Hub connection**.

What it does while running

- Keeps GameDock up to date with what is installed, how full your drives are, and what you have played.
- Does what you ask from GameDock: installing a game, moving installs, updating your Steam collections, names and artwork.
- Backs up your saves after you play, if that is switched on. See [Back up your saves](#).
- Every fifteen minutes, rewrites your Steam game names if you have set any. See [Steam names, order and artwork](#).

Scans of your folders and drives only happen when you press the button for them.

Back up your saves

Keep versioned copies of your save files on GameDock, and get them back.

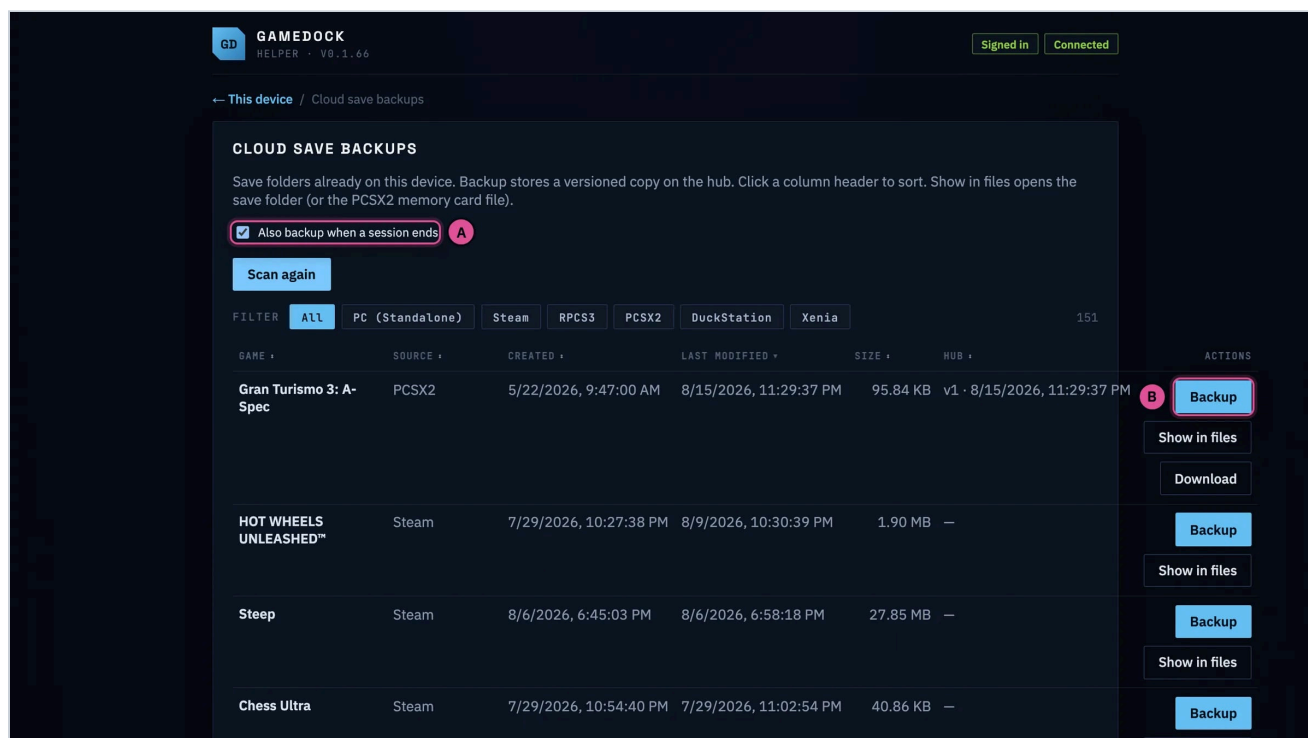
NEEDS GAMEDOCK HELPER

GameDock Helper can keep copies of your save files on GameDock, so a lost or broken save can be brought back. Each backup is a separate version; you choose which to download.

It finds saves from standalone PC games, Steam games, and the RPCS3, PCSX2, DuckStation and Xenia emulators.

Find your saves

1. In GameDock Helper, open **Cloud save backups**.
2. Press **Scan save folders**.



Every save folder the Helper found, and when each was last backed up

The list shows each game's saves, where they came from, when they last changed, their size, and (under **Hub**) the newest version on GameDock. The buttons under **Filter** show one source at a time, and pressing a column heading sorts by it. Press **Scan again** to look for new save folders later.

Back up

- **Automatically:** leave **Also backup when a session ends** (A) on. When you stop playing and a game's saves have stopped changing for about five minutes, the Helper backs them up. The first time it sees a game, it only takes note of it, so it does not upload your whole library at once.
- **By hand:** press **Backup** (B) beside a game.

Show in files opens the game's save folder.

Get a save back

- In the Helper, press **Download** beside the game to save its newest version to your Downloads folder.
- In GameDock, open the game's page. Under **Cloud saves**, each version is listed with when it was saved, which device it came from, and its size; press **Download** beside the one you want.

A backup is a compressed copy of the save folder. Put its contents back in the save folder while the game is closed.

Limits

	FREE	GAMEDOCK PLUS
Versions kept of each game	3	10

Each backup can be up to 200 MB, and all your backups together up to 5 GB. When a game has as many versions as your plan keeps, a new backup replaces the oldest. If you move from Plus to the free plan, older versions are not deleted at once: one goes each time a new one is added.

Your device on GameDock

See how full your drives are, and move games from one to another.

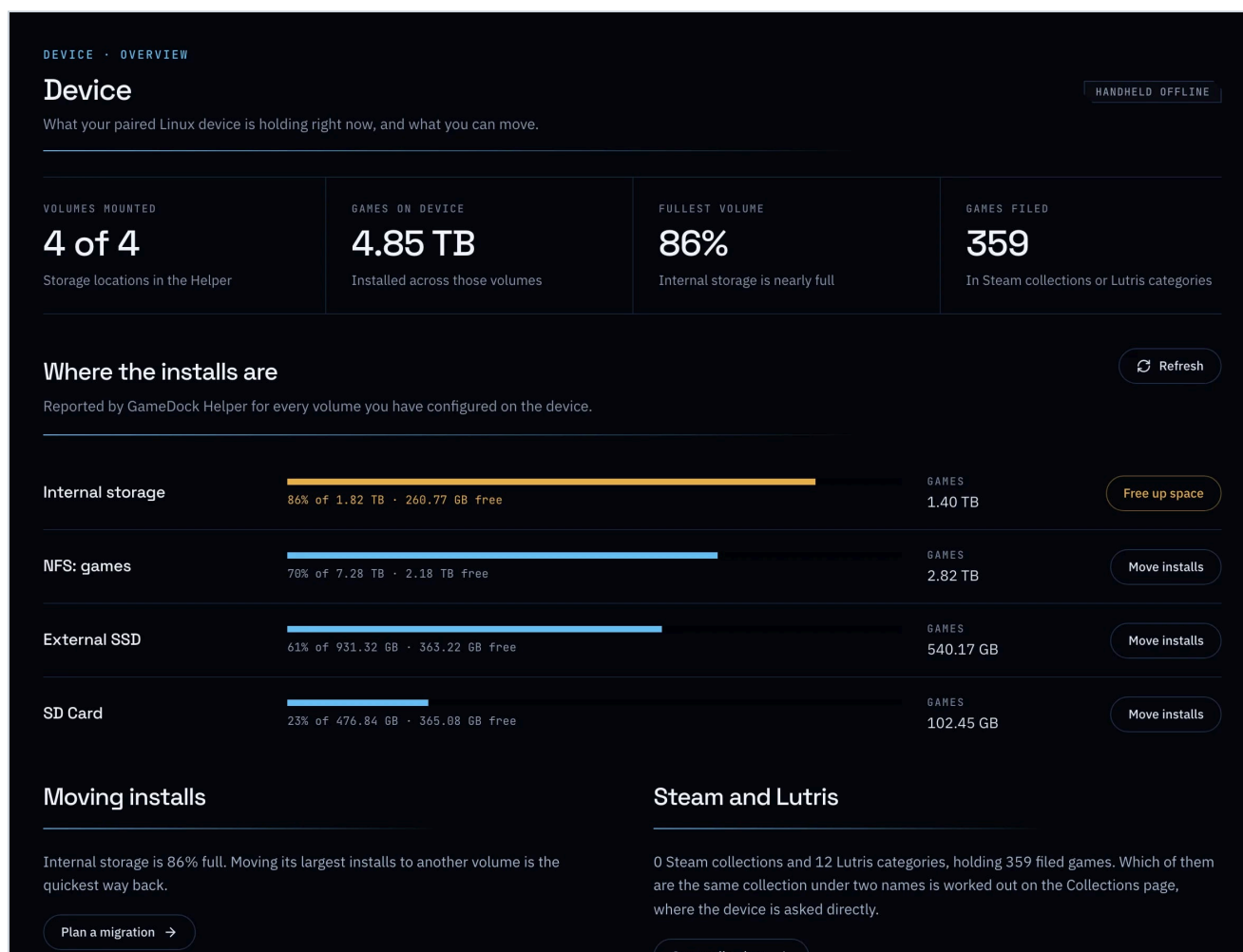
NEEDS GAMEDOCK HELPER

With GameDock Helper running, **Device** in the sidebar shows what your Linux machine is holding: how full each drive is, which games are on it, and your Steam collections and Lutris categories. It only appears once a device is paired.

The pages read your device live, so it has to be switched on with the Helper running. When it is not, **Device** says it is offline, and shows what it last knew where it can.

Overview

Device → **Overview** gives the whole picture at a glance:



Your device at a glance

- **Volumes mounted:** how many of your storage locations are connected right now.
- **Games on device:** how much space your games take up, across every drive.
- **Fullest volume,** with how full it is, and **Games filed:** how many games are in a Steam collection or Lutris category.

- **Where the installs are:** each storage location with a bar showing how full it is, how much is free, and how much of it is games. Reading every drive can take up to half a minute; **Refresh** reads them again.
- **Moving installs:** whether a drive is over 85% full, and **Plan a migration**, which opens **Device** → **Migration**.
- **Steam and Lutris:** how many collections and categories you have, and **Open collections**.

The strip at the bottom names the device and its Helper version, with a link to **Manage devices** on **Settings** → **Devices**.

To add an SD card or another drive, set it up in the Helper. See [Set up GameDock Helper](#).

Move games between drives

When a drive is filling up, move games off it from **Device** → **Migration**, or press **Free up space** beside a drive on the Overview, which appears once it is more than 85% full (**Move installs** otherwise).

1. Choose which games to move. Press a drive's tile at the top to see only the games on it, and **Largest first** to find the ones that free the most space.
2. Tick the games to move. The bar at the bottom adds up their size.
3. Under **Move to**, choose the drive to move them to. Each shows how much space it has free.
4. Press **Move**.

The games move one after another, and a log shows how each went. It stops at the first one that fails, and ends with *Finished*. or *Stopped*. A game already on the drive you chose is skipped. Lutris games are updated to find their new place by themselves.

Moving needs at least two storage locations that are connected and have **Use as target** on in the Helper. Games outside all of them are marked **Outside volumes** and cannot be moved.

NOTE

Moving games is part of GameDock Plus. On the free plan you can still choose games and see how much they would free.

When a move finishes, GameDock refreshes your collections on its own, so a moved game is filed under the collection for the storage it is on now. It will not restart Steam to do it: if Steam is open on the desktop, its collections catch up the next time you apply your rules on the **Collections** page.

Device maintenance, at the bottom of the page, has two repairs to run if something looks out of step: **Refresh collections**, which re-reads your Steam collections and Lutris categories and re-files games by your collection rules, and **Fix permissions**.

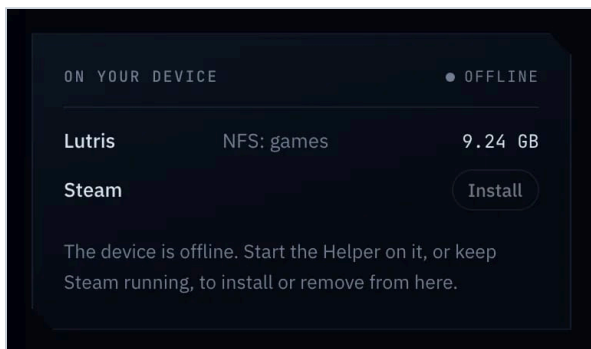
Install a game from the hub

Install, add to Steam, or remove games on your device from a game's page.

NEEDS GAMEDOCK HELPER

With GameDock Helper running on your device, a game's page in GameDock shows what is installed on it, and can install, add to Steam, or remove games there.

What is on your device



On your device, on a game's page

On a game's page, **On your device** shows whether your device is online, and lists each copy installed on it: which launcher it came from, which drive it is on, and its size.

Library also has an **Installed** view, beside **All games** and **Browse**, that shows only the games installed on your device. With a device paired, it is the view **Library** opens on until you choose another.

Install a Steam game

When a game is in your Steam library but not installed, **On your device** has an **Install** button under **Steam**.

1. Open the game's page.
2. Under **On your device**, press **Install**.

Steam on your device starts the download. It goes into Steam's default library folder: you cannot choose the drive from GameDock. Move it afterwards if you need to (see [Your device on GameDock](#)).

Add a game to Steam

For a game you play through Heroic, Lutris, RPCS3, DuckStation or PCSX2, **Add to Steam** puts it in your Steam library as a non-Steam game, so you can launch it from Steam, or from Game Mode on a handheld. It is part of GameDock Plus.

Remove a Lutris copy

If you have a game both in Steam and as a Windows copy in Lutris, **Delete Lutris version from device** removes the Lutris copy: the game, its Wine prefix, and its Steam shortcut. GameDock first shows what it

will delete; press **Confirm remove** to go ahead. It refuses when another game shares the same folders. It is only offered when the Steam copy is installed, so you are never left without a copy to play.

When the device is offline

These buttons need your device on, with the Helper running. If it is not, the page says so: start the Helper on the device and try again.

Steam collections and Lutris categories

Keep your Steam collections and Lutris categories the same, and file games automatically.

NEEDS GAMEDOCK HELPER AND GAMEDOCK PLUS

Device → **Collections** puts your Steam collections and your Lutris categories side by side, and keeps them the same. A Steam collection and a Lutris category with the same name are treated as one collection.

What the page shows

The screenshot shows the 'Collections' page in Gamedock. At the top, it says 'DEVICE · COLLECTIONS'. Below this, the title 'Collections' is displayed with a 'New collection' button. A subtitle explains: 'Steam collections and Lutris categories with the same name are one collection here.' A status bar indicates 'handheld is offline' and shows the last update was 8 days ago. The main section is divided into four columns: 'COLLECTIONS' (12, 9 filled by a rule), 'IN SYNC' (0, On both sides, or joined), 'ONLY ON ONE SIDE' (12, All in Lutris only), and 'UNCATEGORIZED' (0, Installed Lutris games). A warning box states '12 Lutris categories aren't in Steam yet' and provides a 'Create all 12 in Steam' button. Below this, a summary bar shows 'Collections 12' and 'Uncategorized 0'. A detailed explanation text states: 'A Steam collection and a Lutris category with the same name are one collection here. Expand a row to see what is in it; syncing unions membership across both sides rather than picking a winner, so nothing is dropped to make them agree. Uncategorized lists the installed Lutris games that belong to no category yet. Assign one from its row and it lands in the matching Steam collection too.' The bottom section is a table with columns: COLLECTION, STEAM, LUTRIS, and GAMES.

COLLECTION	STEAM	LUTRIS	GAMES
▼ .hidden	○ Not in Steam	● In Lutris	1
▼ Achievements Tracked Rule	○ Not in Steam	● In Lutris	108
▼ Achievements Untracked Rule	○ Not in Steam	● In Lutris	73
▼ GameCube	○ Not in Steam	● In Lutris	4

Steam collections and Lutris categories side by side

Each collection is listed with whether it is **In Steam** and **In Lutris**, and how many games it holds. A **Rule** tag beside the name means a rule pack fills it. Expand one to see the first of its covers and how it fills; **See all** lists every game in it. The figures across the top count your collections, those in sync on both sides, those that exist on only one side, and installed Lutris games in no collection.

Uncategorized, beside **Collections** at the top, lists the installed Lutris games that are in no category yet. Each has a suggested collection: press **Assign suggested**, or choose one under **Assign to....**

Work with a collection

- When collections are only on one side, a note above the list says how many and offers to create them all on the other side, for example **Create all 12 in Steam**.
- **New collection** creates one on both sides at once.
- The menu beside each collection has **Create in Steam** or **Create in Lutris** when it is only on one side (or **Apply rule** when it is on both), then **Rename...**, **Add a game...**, **Sync both sides** and **Remove collection**.
- In a collection's full list (**See all**), **Remove** beside a game takes it out.

Syncing combines the two sides: a game in the collection on either side ends up in it on both. Nothing is dropped to make them agree.

On the desktop, Steam has to close while collections are written, and it can take a few minutes.

File games automatically

Rule packs, in the menu at the top (or **Edit rule** in a collection a rule fills), files games into collections for you, for example one collection per emulator, by which drive a standalone PC game is on, or by whether its achievements are tracked. Switch on the packs you want, press **Save**, then **Apply enabled**.

NOTE

Creating, changing and sending collections to your device is part of GameDock Plus. On the free plan you can see every collection and rule.

When the device is offline, a line under the title says so and when it last reported, with a link to the device's status. The page shows what it last knew, and changes are switched off until it is back.

Steam names, order and artwork

Make your Steam library show the names, order and covers GameDock does.

NEEDS GAMEDOCK HELPER AND GAMEDOCK PLUS

Device → **Steam library** changes how your Steam library looks on your device: the names games are shown under, the order they sort in, and the cover art in Steam's grid. GameDock Helper makes the changes in the Steam client itself.

Match GameDock

DEVICE · STEAM LIBRARY

Steam library

How your Steam library reads on the device: the names it shows, the order it sorts in, and the cover art in its grid.

Names and order 400 Cover art

01 - AUTOMATICALLY

Match GameDock

... Apply to Steam

Name every Steam entry with the title GameDock shows (IGDB's, once a game is confidently matched) and give it a Sort As built from its place in its series, so your Steam library reads in the same order as your GameDock library.

ENTRIES · 173 SHORTCUTS	WILL CHANGE · UNVERIFIED	SERIES RUNS	YOURS, KEPT
400	12	80	1

NEEDS YOU · 2 THINGS

60 sort names you set in Steam are saved here and currently replaced by GameDock's.

Restore them

The device did not answer, so this compares against what GameDock has saved rather than what Steam currently shows. Applying is still safe: the Helper writes only what actually differs.

☒ Keep this up to date: re-derive on every Steam titles sync, so a game bought later lands in its run without being asked for. Takes effect when you press Apply.

Show what changes

02 - BY HAND

Name a game yourself

How your Steam library reads on the device

Names and order → **Match GameDock** gives every game in Steam the name GameDock shows for it, and a sort name built from its place in its series, so your Steam library reads in the same order as your GameDock library.

1. Press **Show what changes** to see, game by game, what would be renamed.
2. Press **Apply to Steam**.

Games you have renamed yourself in Steam are kept as **Yours · kept**. Tick **Keep this up to date** to have new games named the same way as they arrive.

The menu beside **Apply to Steam** can **Re-push saved names**, **Restore my own Steam sort names**, or **Remove derived titles** to undo it. Undoing needs the device online, since that is when Steam's own names can be written back; while it is away, GameDock leaves everything as it is.

Name a game yourself

Under **Name a game yourself**, find a game, change **Shows in Steam as** or **Sorts as**, and press **Save**. The menu beside it can revert the game to Steam's own name.

The Helper writes names into Steam about every fifteen minutes while Steam is idle. On a handheld in Game Mode, Steam restarts briefly to pick them up; on the desktop, it closes and reopens. Saving a name never restarts Steam there and then.

Cover art

Cover art → **Push GameDock covers to Steam** puts the covers GameDock shows into Steam's grid, so Steam shows the same art. Press **Push to Steam; Undo on Steam**, in the menu beside it, puts Steam's own art back. Tick **Keep Steam updated automatically** to send new covers as they change.

Each cover is drawn in Steam's 2:3 shape, the frame it will fill in Steam. GameDock's box art is 3:4, so a cover that is not Steam's shape is marked with its size, and **Not Steam's shape** lists only those. Check them for cropped edges, or press **Choose from SteamGridDB** beside one to pick a grid that is already 600×900. If any are waiting when you press **Push to Steam**, GameDock asks whether to choose art for them first or push anyway.

A game you picked your own cover for is left out of the push: your pick went to Steam when you applied it.

Sync them from Settings

Both are also under **GameDock Helper** on **Settings** → **Sync**, each with its own **Sync**:

- **Steam library title overrides** writes the names and sort names you have saved into Steam again.
- **Steam library covers** sends the covers now, the same as **Push to Steam**, whether or not **Keep Steam updated automatically** is ticked. Overnight, and with **Sync everything**, covers are sent only when it is.

Choosing which art GameDock shows is covered in [Rename a game or change its artwork](#).

NOTE

Writing names and covers to Steam is part of GameDock Plus. On the free plan you can see exactly what would change.

Remove or re-link a device

Remove a device from your account, or sign one in again.

Settings → **Devices** lists every machine running GameDock Helper on your account, whether it is online, its Helper version, and when it was last seen.

Remove a device

Remove a machine you no longer use, or one you want to swap for another on the free plan.

1. Go to **Settings** → **Devices**.
2. Press **Revoke** beside the device.
3. Press **Revoke it** to confirm.

The device stops reporting to GameDock straight away, and the Helper on that machine signs itself out within a few seconds of its next connection attempt, or the next time it starts, if it was not running. Its window goes back to the sign-in screen and says the device was removed from your account. Your folders and settings in the Helper are kept.

NOTE

A device set aside after moving to the free plan is not removed yet, so its Helper stays signed in and keeps trying to connect. It reconnects by itself if you subscribe again within 30 days; after that the device is removed and its Helper signs out as above. See [Going back to the free plan](#).

Sign a device in again

If a device was removed, its Helper is already on the sign-in screen. If its Helper stops reaching GameDock for some other reason, open **Hub sign-in** in the Helper first. Then:

1. Type your email address and press **Send sign-in code**.
2. Type the code and press **Sign in (Re-link this device)** if the Helper was still signed in).

A removed device comes back as a new one, and counts towards your plan's limit of devices: one on the free plan, three on GameDock Plus.

More than one device online

With GameDock Plus you can run the Helper on up to three machines. Anything that changes a machine (installing a game, removing a Lutris copy, adding a Steam shortcut, moving a game between drives) needs GameDock to know which machine you mean, so while more than one of your devices is online it asks you to close GameDock Helper on the others first, and does nothing until you have. Everything else carries on as usual.

Path warnings

If the Helper sees that a launcher or emulator folder it reads is nearly empty while a fuller one exists elsewhere on the machine, GameDock shows a warning at the top of every page naming the device and the folder. It is a heads-up only: GameDock changes nothing. Pick the right folder under **Game folders** in the Helper (see [Set up GameDock Helper](#)) or press **Dismiss**.

PART 7

Account and plan

Your profile, your plan, your data, and reading your library from your own scripts.

Your username and email

Change the username other people see, and what your email address is for.

Account → **Profile** holds the two things that identify you: a username other people can see, and your email address, which no one else can.

The screenshot shows the 'Who you are' section of the GameDock account profile. It is divided into three main sections: 'SIGN-IN IDENTITY', 'PUBLIC PROFILE', and 'FAVOURITE GAMES'.

- SIGN-IN IDENTITY:** Contains fields for 'Username' (pLayer) and 'Email address' (player@example.com). The 'Username' field has a 'Change' button next to it, which is highlighted with a red circle and the number 2. A note below the email field states: 'Never shown to anyone. Sign-in codes go here.'
- PUBLIC PROFILE:** Contains fields for 'Display name' (Player) and 'Bio' (Mostly RPGs and strategy, with a backlog that only ever grows.). The 'Display name' field has a character count of 6 / 40. The 'Bio' field has a character count of 62 / 300. A note below the bio field states: 'Plain text, one web address at most.'
- FAVOURITE GAMES:** Shows 0 of 5 games. There are five placeholder boxes, each with a '+' icon and the text 'Add a game'. A note below states: 'From your library's games that GameDock has matched to IGDB.'

On the right side of the page, there is a preview of the public profile. It shows the username 'Player', the email address '@pLayer', the member since date 'August 2026', the bio 'Mostly RPGs and strategy, with a backlog that only ever grows.', and the follower/following counts '22 followers' and '16 following'. Below the preview are links: 'Open public profile', 'Preview as a stranger', and 'Who can see it'.

Your username, email address and public profile

GameDock has no password. The email address is where your sign-in codes go, so it is the whole of your account.

Change your username

1. Go to **Account** → **Profile**.
2. Press **Change** **2** beside **Username**.
3. Type the new name. GameDock checks as you type and says whether it is free.
4. Press **Save**.

A username is 3 to 20 characters: letters, numbers and underscores, and not only numbers. Capitals are kept as you type them, but two names that differ only in capitals count as the same name.

You can change your username five times in all, with at least 30 days between changes; the one you chose when you signed up does not count. The line under the name says how many changes you have left and when you can next make one. A name you give up is kept for you for 30 days before anyone else can take it.

Changing your username does not change how you sign in.

Your email address

Your email address cannot be changed yet. Using a different address would mean starting a new account.

Your public profile

Under **Public profile** on the same page you can set a display name, a short bio and up to five favourite games for your profile page at **/community/user/** and your username. **As others see it**, beside them, shows your profile card as you type. Nobody else sees them until you share your profile. See [Share your profile](#).

Currency, region and timezone

Choose the currency amounts are shown in, where store prices come from, and when your day begins.

Account → **Preferences** sets the currency amounts are shown in, the store region prices are read from, your timezone, how numbers and dates are written, which currency a store's bill is shown in first, and the shape your game covers are drawn at. The first three start out from your browser's settings when you first sign in.

ACCOUNT · PREFERENCES

Money, dates and covers

The currency every price on the hub is converted into, the store region prices are read from, when your day starts, how numbers and dates are written, which currency a bill shows first, and the shape your game covers are drawn at.

Money and dates Save changes

Store prices are converted into your currency at the European Central Bank reference rate, so a figure on the hub is an approximation, not what your bank charged.

Currency

AUD · Australian Dollar

Everything on Owned and Purchases is converted into this.

Store region

AU · Australia

Which store region prices are read from.

Timezone

Australia / Melbourne (GMT+11)

When "today" starts for playtime, digests and sale windows.

Number and date format

Automatic · English (Australia)

Automatic follows this browser's language. Shows 17 Sept 2026 · \$2,532.27.

Show amounts in

☒ The store's currency

What each store billed, as it billed it, with the amount in your currency beneath.

☐ Your currency (AUD)

Converted at the rate on the day you paid, with what the store billed beneath.

Totals across stores are always in your currency, since the stores bill in different ones.

Cover shape

The box art GameDock gives every game is 3:4, and Steam's library covers are 2:3. Pick the shape covers are drawn at across the hub. Saved as soon as you choose.

Money and dates

Change them

1. Go to **Account** → **Preferences**.
2. Choose from **Currency**, **Store region**, **Timezone** and **Number and date format**. Each list can be searched by typing.
3. Under **Show amounts in**, choose **The store's currency** or **Your currency**.
4. Press **Save changes**.

What each one does

SETTING

WHAT IT DOES

Currency

Everything on **Owned** and **Purchases**, and your library's value, is converted into this. See [Currencies and exchange rates](#).

Store region	Which region's store prices GameDock reads, when a store account does not say.
Timezone	When your day begins: for playtime, for which day or year a purchase falls in, and for when the daily digest arrives.
Number and date format	How every date, number and amount is written, everywhere in GameDock and in its emails: "17 Sept 2026" and "\$2,532.27" in English (Australia), "Sep 17, 2026" in English (United States), "17. Sept. 2026" and "2.532,27 €" in Deutsch (Deutschland). Automatic , the default, follows your browser's language in your store region. The line under the field shows what your choice prints before you save it.

Choose which currency comes first

A store can bill you in a currency other than yours: a PlayStation account in the UK bills in pounds, for example. **Show amounts in** decides which one each amount shows first. The other is always shown beneath it.

CHOICE

AN ORDER BILLED £49.99 SHOWS AS

The store's currency (the default)	£49.99 , with ≈ \$98.70 beneath
Your currency	\$98.70 , with £49.99 billed beneath

An amount already in your currency is shown once. A total across several stores is always in your currency, since the stores bill in different ones. See [Currencies and exchange rates](#).

Playtime is always written in hours and minutes, such as **120h 50m**, whichever format you choose.

Choose your cover shape

Under **Cover shape**, choose how covers are drawn across GameDock. It is saved as soon as you choose, and every cover changes straight away.

SHAPE

BEST FOR

Box art (3:4)	The box art GameDock gives every game. Those covers show whole. A Steam or SteamGridDB cover you picked yourself loses a little off its top and bottom. This is the default.
Steam (2:3)	A library where you have picked mostly Steam or SteamGridDB covers, which are 600×900. Those fit exactly, but box art loses a little off its left and right edges.

NOTE

Wherever you are choosing art for Steam itself (the **Cover** previews in **Change artwork**, and **Device** → **Steam library** → **Cover art**), covers are always drawn in Steam's 2:3 shape, since that is the frame they will fill there.

Plans and billing

What GameDock Plus adds and costs, how to upgrade, and how to change or cancel it.

GameDock is free for your whole library: every store, every game, every achievement, and an export of all of it. **GameDock Plus** removes the free plan's limits and adds the features that change things on your own machine.

What Plus adds

	FREE	GAMEDOCK PLUS
Steam library and catalogue syncs	Once a day	Every six hours
Steam price checks	Once a day	Twice a day
Syncing those by hand	Once in any 24 hours	As often as you like
Price alerts	5 at once	No limit
Physical copies on your shelf	50	No limit
Purchase history, in GameDock and through the API, and library value history	The last 12 months	Everything
Activity feed	The last 48 hours	Everything
Daily digest email	—	Yes
Devices with GameDock Helper	1	3
Save backup versions kept per game	3	10
Names, artwork and collections written to Steam, games added to Steam, and moving installs between drives	—	Yes
Which games are missing from a series	—	Yes
API: GameDock's library value, spending summary and merged achievement progress	—	Yes
API requests per minute	5	50

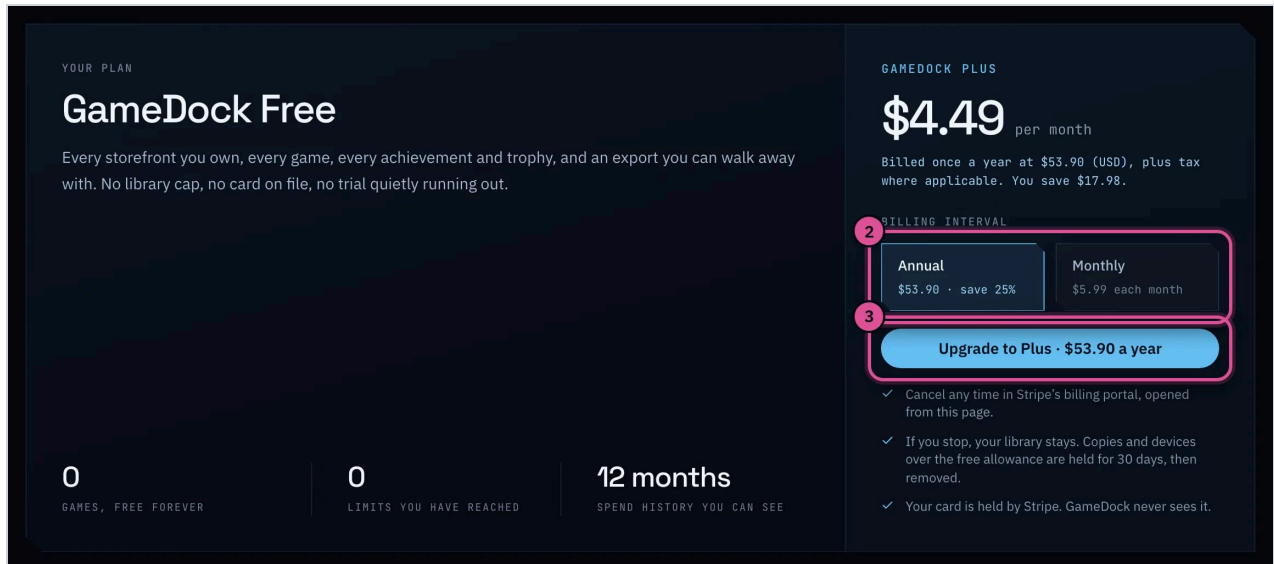
Everything else (connecting stores, the size of your library, achievements, your own names and artwork, exporting your data, and reading your library, achievements, playtime and purchases through the API) is the same on both. **Account** → **Plan & billing** lists what would change measured against your own account, such as how many of your 50 physical copies you have used.

The sync times above are for an account in use. On either plan, the automatic store syncs slow down while you are away and catch up when you come back. See [Keep everything in sync](#).

Upgrade

GameDock Plus costs US\$5.99 a month, or US\$53.90 a year (US\$4.49 a month), plus any tax that applies where you are.

1. Go to **Account** → **Plan & billing**.
2. Choose **Annual** or **Monthly** **2**. Annual works out a quarter cheaper.
3. Press **Upgrade to Plus** **3**. The button also shows the amount you are about to pay.



The free plan, and the offer to upgrade

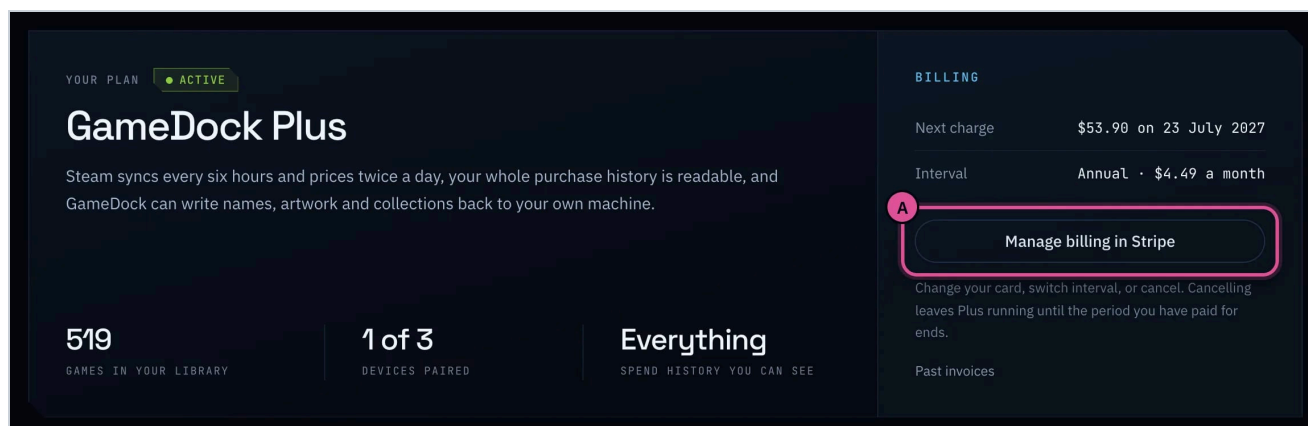
4. Pay on Stripe's checkout page, which opens. The subscription is sold through Link, Stripe's checkout service, which works out any tax that applies where you are and shows it before you pay; the amount checkout shows is the amount charged. GameDock never sees your card.

You come back to **Plan & billing**, which says the payment was received and then *GameDock Plus is on* as soon as Stripe confirms it, usually within a few seconds. If you close Stripe's page without paying, it says the checkout was cancelled and nothing was charged.

NOTE

On the free plan, purchases older than 12 months are not imported at all. After upgrading, sync your purchases again to bring in the rest. See [Keep everything in sync](#).

Change your card, switch plan or cancel



Your subscription: the next charge, the interval, and where to change them

Plan & billing shows your next charge and whether you pay monthly or annually. Press **Manage billing in Stripe** **A** to change your card, switch between monthly and annual, cancel, or download invoices, all on Stripe's own page. **Past invoices** goes straight to your invoices. If your Plus was given to you, **Plan & billing** says *Complimentary* in place of a next charge, since nothing will be charged.

If you cancel, Plus carries on until the end of the period you have paid for, and **Plan & billing** shows when it ends under **Plus ends**. There is no minimum term.

Refunds are not given as a matter of course, since cancelling already stops the next charge. If something has gone wrong with a charge, write to support@gamedock.co or use the [contact form](#); any refund goes back to the card you paid with, through Link. The [terms](#) have the detail.

If a payment fails

Plan & billing shows *Your last payment didn't go through*, and GameDock emails you. Plus keeps working while Stripe tries again, for up to 14 days after the period ends. Press **Update your card** to fix it.

Going back to the free plan

Nothing is deleted straight away when Plus ends:

- Purchase history, library value and activity older than the free plan shows are hidden, not deleted. They come back if you subscribe again.
- Price alerts you already have keep working; you cannot add more while you have over five.
- Physical copies over 50 and devices over one are set aside for 30 days. **Plan & billing** shows how many, and how many days are left. Subscribe again within that time (the button reads **Restore everything**) and they come back. After 30 days, the copies set aside are deleted and the extra devices removed. The newest ones are set aside first; to choose for yourself, remove some before then.
- Extra save backup versions are removed one at a time, as new backups arrive.

The daily digest

Turn on a daily email of what changed in your library.

NEEDS GAMEDOCK PLUS

The daily digest is an email summarising what changed since the last one: games added to your library, time played, achievements unlocked, wishlist games that went on sale, and what the people you follow finished or reviewed. It is part of GameDock Plus.

ACCOUNT · NOTIFICATIONS

What GameDock emails you

A morning digest of what moved in your library, and the few things worth an email the moment they happen.

Daily digest

One morning email of what moved in your library.

Arrives at7:00 amMelbourne time, from Preferences

WHAT GOES IN IT

Games added to your library

New purchases, claims and anything a sync found.

Time played

Playtime per game since the last digest, from every source.

Achievements unlocked

The first digest lists everything earned so far.

Wishlist games on sale

Sales that started since the last digest, cheapest first.

People you follow

Games they finished and reviews they wrote.

Goes to player@example.com

Send a test now

Right away

Things worth not waiting a day for. Otherwise these show only on the Dashboard and in the sidebar.

A price alert hits its target

Once per sale, as the wishlist already counts them.

A store stops reporting

When a sign-in expires and a store needs relinking.

A device stays offline

After three days without a check-in.

Someone follows you

At most one email a day, however many.

PREVIEW

Your next digest, follows the switches

GAMEDOCK · 7:00 AM

Your library, 4 Oct 2026

PLAYED 9H 54M

Tony Hawk's Pro Skater 1+2

4h 39m

Pure Pool

1h 34m

Age of Empires II: Definitive Edition

59m

Age of Empires II: Definitive Edition

54m

Spyro Reignited Trilogy

37m

and 6 more

10 ACHIEVEMENTS UNLOCKED

Age of Empires II: Definitive Edition

Bull Market, Chinese Victory and Wingman

Age of Empires II: Definitive Edition

Saracen Victory

MotoGP 13

Welcome!

Spyro Reignited Trilogy

Hop, Skip, and Jump

Tony Hawk's Pro Skater 1+2

#10 Downing Street, Creator, Medallion and 1 more

The daily digest, and what it will look like

GD GAMEDOCK

Page 145 of 181

Last updated 8 October 2026

Turn it on or off

1. Go to **Account** → **Notifications**.
2. Switch **Daily digest** on or off. It saves straight away.

The digest goes to the email address on your account once a day, at the hour under **Arrives at** (7 in the morning unless you change it) in the timezone set under [Preferences](#). Every digest has a link at the bottom to change what it includes or turn it off.

Choose what goes in it

Under **What goes in it**, switch each part on or off: **Games added to your library**, **Time played**, **Achievements unlocked**, **Wishlist games on sale** and **People you follow**. Each part is a heading in the email with its figure, such as **Played 2h 14m**, and a line for each game under it. A part you switch off is left out from then on; switching it back on starts from that day rather than catching up.

Wishlist games on sale lists games on any of your wishlists that are on sale now and were not on the day of your last digest, cheapest first. **People you follow** lists the games they finished and the reviews they wrote, as much as each of them shares with you. Neither appears in your first digest.

Preview, beside the switches, shows your next digest as it stands, following the switches as you change them. When nothing is waiting for it yet, it shows sample games instead and says so.

Your first digest

The first digest is not a day's changes like the ones after it. It lists every achievement you had earned when it was sent, and starts the clock for everything else: games added and time played before it are not listed. From the next one on, each digest lists only what changed since the one before. If nothing had synced yet when the first one was sent, it says so and lists nothing.

Send a test

Press **Send a test now** to email yourself the preview, straight away. It uses nothing up: the next morning's digest still carries everything the test showed. You can send up to five tests a day.

Right away

Some things are worth not waiting a day for. Under **Right away**, switch on an email for any of these. They are all off until you switch them on, and they are on every plan.

SWITCH	WHEN IT EMAILS
A price alert hits its target	When a wishlist game reaches the price you set, once per sale, as the wishlist counts them.
A store stops reporting	When a store has not reported for a week, usually because its sign-in expired and it needs relinking. Once per break: it emails again only after the store has recovered and stopped again.
A device stays offline	When a device has not checked in for three days. Once per silence.

Someone follows you

When people follow you, at most one email a day however many.

Switching one on starts from that moment: you are not emailed about alerts, stores, devices or followers from before. Without these switched on, the same things appear in GameDock itself: on the dashboard under **Needs you**, and in the sidebar.

Other messages

Apart from the digest and the emails above, GameDock only emails you sign-in codes, account deletion codes and the confirmation that an account was deleted, a warning if a payment fails, and a note if a moderator acts on something you wrote (see [Report or block someone](#)).

NOTE

If your plan returns to free, the digest stops and the switch shows off and locked, but your choice is kept, and the digest starts again if you subscribe.

Export your data

Download everything GameDock holds for you, as one file or as spreadsheets.

Everything GameDock holds for you can be downloaded, on either plan. **Account** → **Your data** has one file with all of it at the top, and below it a spreadsheet file for each part, grouped as **Your games**, **Money**, **Progress** and **You and people**.

ACCOUNT - YOUR DATA

Take it with you

What GameDock holds for you, in a file you keep. Free on both plans: a library you cannot get out of is a library you are trapped in.

Everything, in one file
 2,706 rows across 14 sets, as the app shows them. JSON, free on both plans.

A **Download JSON**

Your games 1,003 rows

- Library** 519 CSV
Every game, where you own it, and how far through it you are.
- Playtime** 461 CSV
Minutes and last-played, split by the platform that recorded them.
- Play history** 18 CSV
Every sync that found a game's playtime had grown, and by how much.
- Physical copies** 5 CSV
The shelf: discs and cartridges, their edition and what they cost.
- Collections** Nothing yet
Your Steam collections and what is filed in each.

Money 959 rows B

- Purchases** 636 CSV
Every order across every storefront, one row per line item.
- Value history** 76 CSV
What the library has been worth, snapshot by snapshot.
- Wishlist** 247 CSV
What you are watching, and any price you set for it.

Progress 700 rows

- Achievements** 696 CSV
Every achievement and trophy you have unlocked, with when.
- Ratings and notes** 3 CSV
Every game you have rated or kept notes on, with the notes in full.
- Reviews** 1 CSV

You and people 44 rows

- Profile** 1 CSV
Your display name, bio and favourite games, as your profile shows them.
- Lists** 5 CSV
Every list you have made, its games in order, and your note on each.
- Followers**

Your data, as one file or as spreadsheets

Download everything

1. Go to **Account** → **Your data**.
2. Press **Download JSON** A.

The file holds all fourteen parts below, exactly as GameDock shows them to you. It is the one to keep, or to bring into another program.

Download one part as a spreadsheet

Press **CSV** beside the part you want, for example **Purchases**  under **Money**. The file opens in Excel, Numbers or Google Sheets. Each part shows how many rows it holds, and a part with nothing in it yet says so instead of offering an empty file.

PART	WHAT IS IN IT
Library	Every game, where you own it, how far through it you are, and your rating in stars. Games you hid are included, with hidden set.
Playtime	Minutes played and when you last played, by the platform that recorded them, with hidden set on the games you hid.
Play history	Every sync that found a game's playtime had grown, with the minutes it grew by and when: the same entries as a game's Play history .
Ratings and notes	Every game you have rated or kept notes on, with your rating in stars and your notes in full. See Rate games and keep notes .
Reviews	Every review you have written, in full, with its spoiler flag, what you played it on, when you published and edited it, and its likes. See Write reviews .
Lists	Every list you have made, one row for each game on it in the list's order, with your note on each. A list with nothing on it is one row with no game. See Make lists of games .
Profile	Your display name, bio and favourite games, as your public profile shows them. One row, and none if you have set nothing. See Share your profile .
Follows	Everyone you follow and everyone who follows you, one row each, and since when. See Follow people and see their activity .
Achievements	Every achievement and trophy you have unlocked, and when.
Purchases	Every order from every store, and every disc you bought, one row for each item.
Value history	What your library has been worth over time.
Physical copies	Your discs and cartridges, their edition and what they cost.
Wishlist	What you are watching, and any target price you set.
Collections	Your Steam collections and what is in each.

Each part says how many rows it has. A part with nothing in it yet reads **Nothing yet**, with no button.

NOTE

On the free plan, **Purchases** and **Value history** cover the last 12 months, the same as the pages that show them. Older records are not deleted: they come back into the export if you subscribe.

Privacy and sharing

Choose what other people will see of your account, and whether it counts towards anonymous statistics.

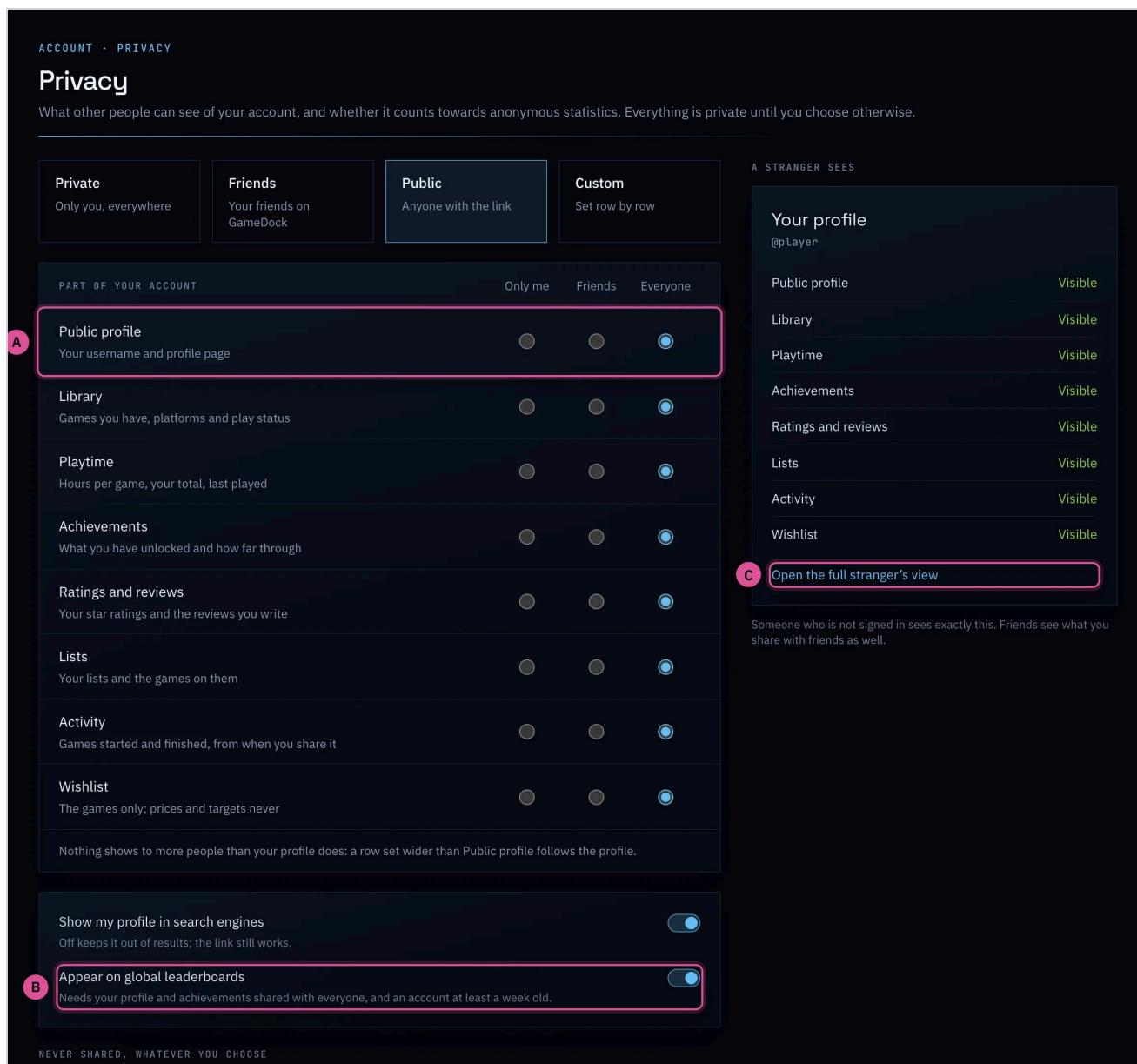
Your account is yours alone unless you choose otherwise. This page covers the choices you have: what other people will be able to see of your account, who you have blocked, and whether it counts towards anonymous statistics.

Choose what others can see

Other people can see the parts of your account you share, and nothing else.

1. Go to **Account** → **Privacy**.
2. Pick who can see each part of your account in its row: **Only me**, **Friends** or **Everyone**. Every part starts as Only me, and each change saves straight away. **Private**, **Friends** and **Public** above the rows set every part at once; **Custom** lights up when the rows differ.

Friends are the people you follow who follow you back. See [Follow people and see their activity](#).



Account → Privacy

Public profile **A** comes first and caps everything under it: while your profile is Only me, no part of your account is shown to anyone, and while it is Friends, nothing is shown to anyone but friends. **A stranger sees**, beside the rows, shows which parts someone who is not signed in can see, and changes as you do.

PART	WHAT IT COVERS
Public profile	Your username and your profile page.
Library	Which games you have, their platforms and their play status.
Playtime	Hours per game, your total, and when you last played.
Achievements	What you have unlocked, and how far through each game you are.
Ratings and reviews	Your star ratings and your reviews.
Lists	Your lists and the games on them.

Activity	What you have been doing lately, such as games started and finished, in your followers' feeds and on your profile. Nothing from before you share it is shown, and widening it from friends to everyone starts it again from then.
Wishlist	The games only.

Sharing needs a confirmed email address and a username. If either is missing, the page says which and how to fix it.

Show my profile in search engines, under the parts, works for a profile shared with everyone. Off keeps your profile out of search results; anyone with its address can still open it.

Appear on global leaderboards **B**, below it, puts your achievements and 100% games on the leaderboard for everyone. It starts off, and on its own shares nothing: the board also needs your profile and achievements shared with everyone. See [Leaderboards](#).

What you share is shown on your profile at **/community/user/** followed by your username. **Open the full stranger's view** **C**, under **A stranger sees**, shows the page exactly as someone who is not signed in sees it. See [Share your profile](#) for what the page shows, and how to keep a game or a list off it.

What is never shared

What you paid and spent, prices and your target prices, your library's value, your devices and what is installed on them, storage and save backups, your private notes, your linked store accounts, your email address and your plan. They are listed under **Never shared, whatever you choose**. There is no setting for any of them, so they cannot be shared by mistake.

Blocked accounts

Blocked accounts, near the bottom of the page, lists everyone you have blocked, newest first, with **Unblock** beside each. Each is shown under the username it had when you blocked it, even if it has changed since. You block someone from their profile. See [Report or block someone](#).

Anonymous statistics

GameDock may combine information from across all accounts into anonymous statistics (how many players own a game, or how long a game tends to take on a Linux handheld) and share them with others, such as game studios, publishers or researchers. Your account is included from the start, and you can take it out at any time.

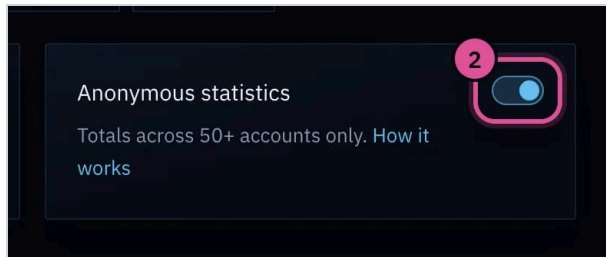
What is shared, and what never is

Only totals, averages and shares across many players are ever shared, and never a figure that covers fewer than 50 accounts, so no one can be picked out of it.

Nothing that identifies you is ever shared: not your email address, your username, your store accounts, your devices, your library, your playtime, your achievements or what you bought.

Turn it off or on

1. Go to **Account** → **Privacy**.
2. Switch **Anonymous statistics** **2** off or on. It saves straight away.



Account → Privacy

Turning it off keeps your account out of any statistics made from then on. Statistics made before cannot identify you, so they are not withdrawn. Deleting your account keeps you out of any made afterwards too. The [privacy policy](#) has the full detail.

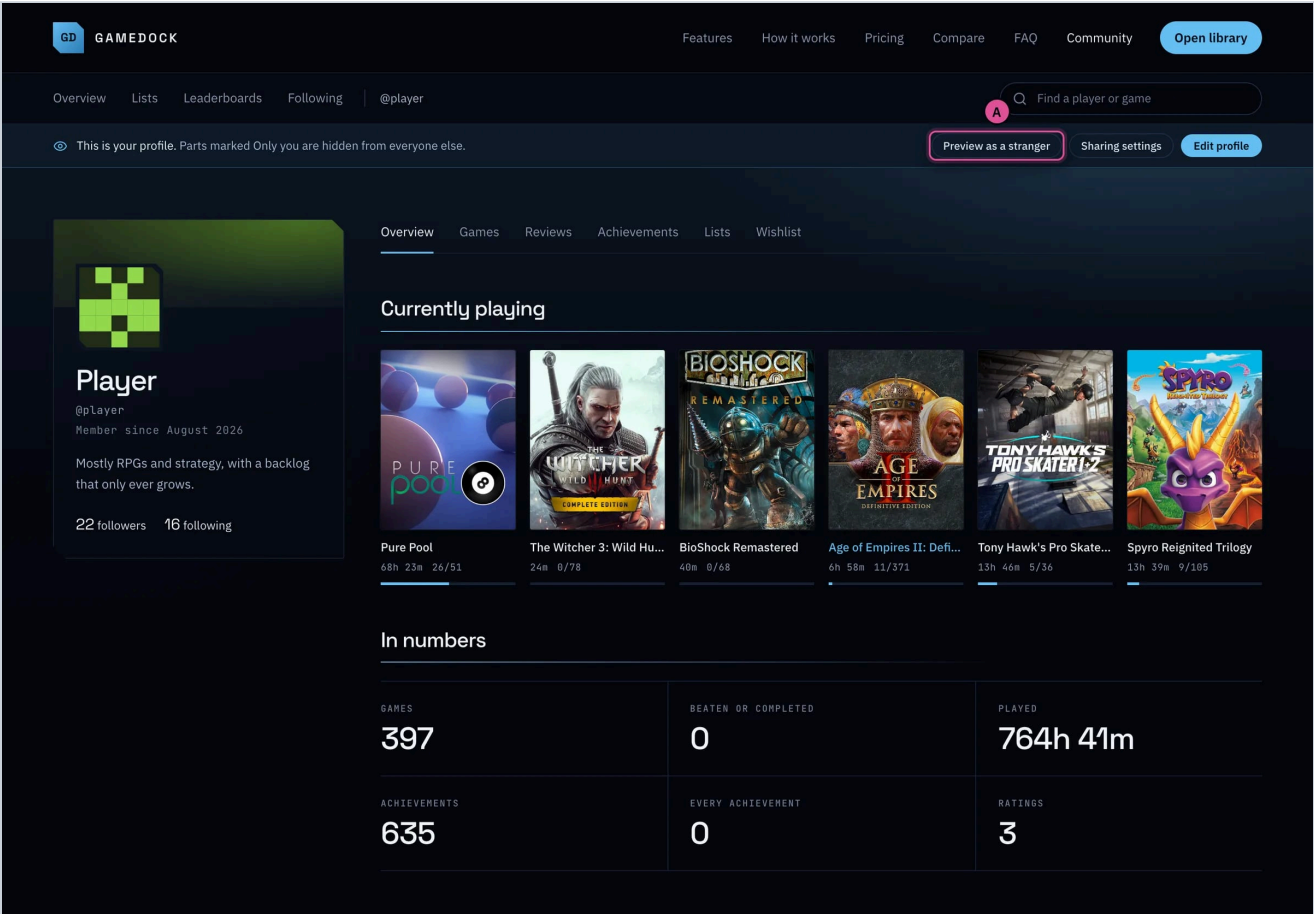
Share your profile

Set up the profile page other people see, keep games off it, and preview it as a stranger.

Your profile is a page at `/community/user/` followed by your username, for example `/community/user/ada` . It shows the parts of your account you choose to share, to the people you choose, and nothing else. Until you share it, only you can see it.

Anyone you share it with can open it, signed in or not.

What your profile shows



Your profile, with your favourite games and what you are playing

Each part appears only when you have shared it, and a part you have not shared is simply left out: the page never says something is hidden. The page opens on **Overview**, with a little of everything; the tabs beside it (**Games**, **Reviews**, **Achievements**, **Lists** and **Wishlist**) show one part in full, and each tab appears only for a part its viewer may see.

PART	SHOWN WHEN YOU SHARE	
	WHAT IT SHOWS	
Name, bio and favourites	Public profile	Your display name, a short bio and up to five favourite games.

PART	SHOWN WHEN YOU SHARE	WHAT IT SHOWS
Currently playing and Games	Library	Your games, their platforms and play status, filtered by status or platform.
Hours played	Playtime	Hours on each game, your total, and when you last played.
Achievements	Achievements	How far through each game you are, and your totals.
Ratings	Ratings and reviews	Your rating on each game, and a breakdown: your average, how many games you rated, and a row for each rating from five stars down with how many games have it.
Reviews	Ratings and reviews	Your reviews, newest first, each with its own page, your stars and, if you share playtime too, how long you played.
Lists	Lists	Your lists, each with its games in order and the notes beside them.
Wishlist	Wishlist	The names of the games you want, and on which store. Never a price.
Recent activity	Activity	What you have done lately (games started and finished, ratings, reviews, achievements and lists), each only if its own part is shared too.
Followers and Following	Public profile	How many people follow you and how many you follow, and who. Others see only the accounts whose own profile they may see.

Games are shown by their proper names and covers, never the names or covers you set for yourself. Two kinds of game are never shown to anyone else: a game GameDock has not matched to its catalogue, whose name might be a file name (including one whose match you chose and GameDock has not checked yet), and a game found only on your devices rather than in a store account or on your shelf.

What you paid, prices, your library's value, your devices, your private notes, your store accounts and your email address are never on your profile. There is no setting for any of them.

Set your name, bio and favourites

1. Go to **Account** → **Profile**.
2. Under **Public profile**, type a **Display name** (up to 40 characters) and a **Bio** (up to 300 characters). Leave the name empty to show your username instead.
3. Under **Favourite games**, press **Add a game** and pick one from your library, up to five. Drag them into the order you want, or select one and use the arrow keys; the cross on a cover removes it.
4. Press **Save profile** in the bar that appears once something has changed, or **Discard** to put it back.

As others see it, beside the form, shows your profile card with your changes as you make them.

A display name cannot claim to be GameDock or its staff, and neither the name nor the bio can contain offensive language. A bio can hold one web address once your account is a week old. Web addresses are shown as plain text, never as links.

Choose who can see it

Who sees each part is set in **Account** → **Privacy** → **Sharing**. See [Privacy and sharing](#).

Keep a game off it

1. Open the game's page.
2. Under **Hide from others**, press **Hide this game from others**.

The game stays in your library and in all your own totals, but it is left off your profile, your shared lists, your reviews and anything else other people see, whatever your sharing settings say. Press **Show to others** to put it back.

Share a list, or keep one back

A list follows your **Lists** setting. To keep one list to yourself while sharing the rest, open the list and set **Who can see this list** to **Only me**, or to **Friends** to share it only with friends. The line beside it says who can see the list now, and links to it as others see it. The first time a list can be seen by someone else, it appears in your followers' feeds.

A list's name, description and notes cannot contain offensive language. A list made before this rule that breaks it stays visible only to you until you rename it; the list's page says so.

See it as a stranger would

On your profile, press **Preview as a stranger** . The page then shows exactly what someone who is not signed in sees. If your profile is private, it says nobody else can see it. Press **Stop previewing** to go back.

Anyone who cannot see your profile, because it is private or because one of you has blocked the other, gets the same "not found" page as for a username that does not exist. A username that exists can still be discovered when someone tries to register it, so do not rely on your profile's address being secret.

Search engines

When you make your profile public, you choose whether search engines may show it. Only a public profile you allow is listed for search engines, and only its first page of games. You can change this with **Let search engines show my profile** in **Account** → **Privacy** → **Sharing**.

Followers

Other people can follow your profile and see your activity in their feed, as far as you share it. See [Follow people and see their activity](#).

Reports and blocks

Anyone who can see your profile, reviews or lists can report them to a moderator, and anyone signed in can block you, as you can them. See [Report or block someone](#).

Follow people and see their activity

Follow other players, see what they play, rate and review in your feed, and share with friends.

Follow other players to see what they are playing, rating, reviewing and listing, in one feed. Following is one-way and needs no approval: you follow someone, and they can follow you back. Two people who follow each other are **friends**, and can share parts of their accounts with friends only.

Anyone with a public profile can be followed by anyone signed in.

Follow someone

1. Open their profile, at **/community/user/** followed by their username.
2. Under their name, press **Follow**.

Or go to **Feed**, type at least the first three letters of their username under **Find people**  and press **Search**, then press **Follow** beside them. The search in the **community**'s bar finds people the same way. Search finds only public profiles.

You can follow someone whose profile is public. Someone who shares only with friends, or with nobody, can be followed only once they follow you: their profile shows you nothing until then, but your **Followers** list shows them with **Follow back**. This is how a private account chooses its friends: it follows first.

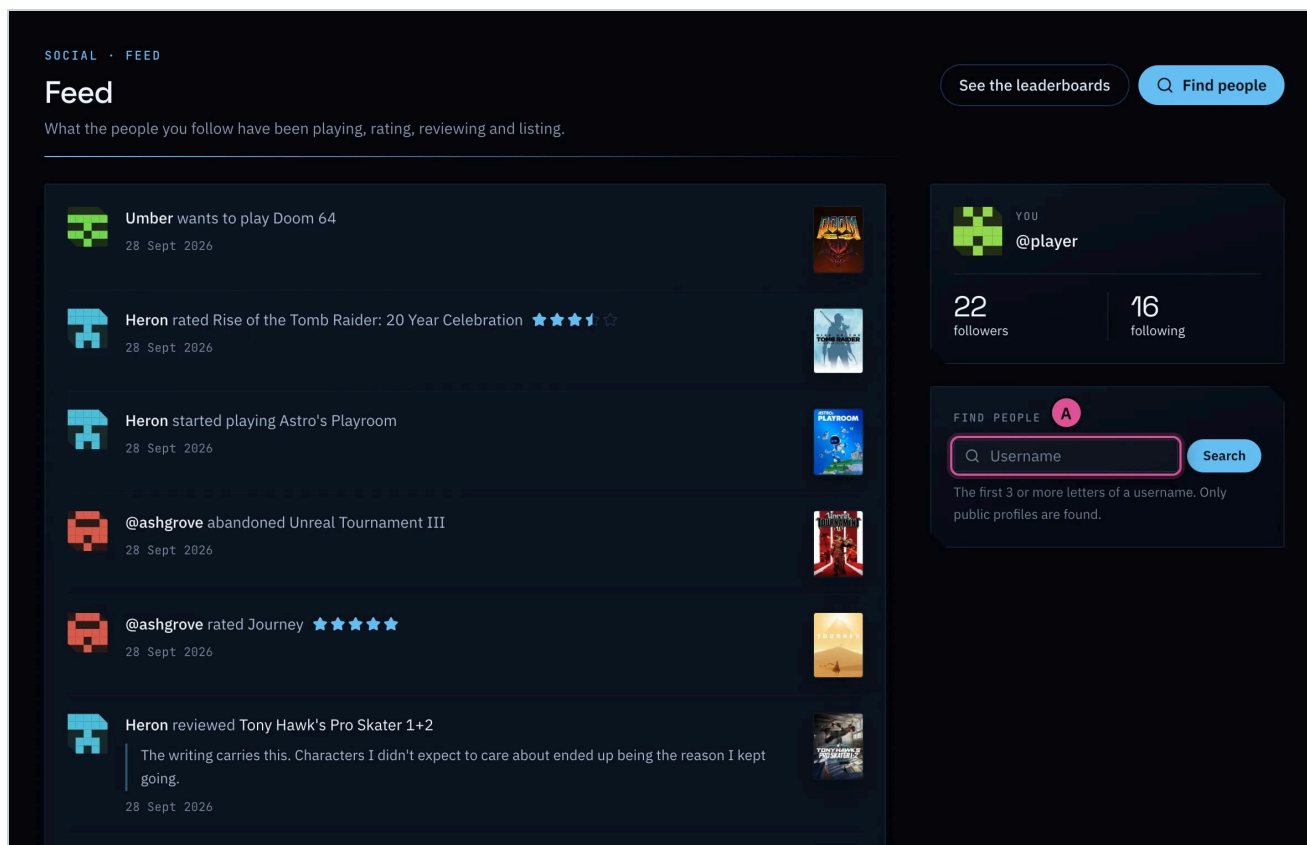
Following needs a confirmed email address. You can follow up to 2,000 people.

Stop following

Press **Following** on their profile, or beside them on your **Following** list. They are not told. If you were friends, anything they share only with friends disappears for you straight away, and anything you share only with friends disappears for them.

Your feed

Feed, in the sidebar, shows what the people you follow have done lately, newest first:



Your feed

- a game they started playing, beat, completed, shelved or abandoned, or want to play;
- achievements they unlocked, counted per game and day;
- a game they rated, and reviews they wrote, with the stars beside the review;
- a list they made or shared.

Each person decides what you see. A card appears only if they share **Activity** with you and the part it comes from (**Library** for a play status, **Achievements**, **Ratings and reviews**, or **Lists**), and a list only if that list is shared with you. Nothing from before they started sharing their activity is shown, and nothing older than 90 days.

The feed never shows when someone bought or added a game, their playtime, their wishlist or anything about money. Games are shown by their proper names and covers, and never a game they have hidden from others or one found only on their devices. A review marked as containing spoilers stays folded until you open it.

To keep the feed readable, it shows at most five cards from one person in six hours and counts the rest as "and 12 more", and leaves out achievements a sync brought in weeks after they were unlocked. Press **Older activity** at the bottom for more.

Your followers and who you follow

Your profile shows how many people follow you and how many you follow. Press either number to see the list. You see everyone on your own lists, with **Follows you** beside people who follow you and **Follow back** for those you do not follow yet.

Other people see only the accounts on your lists whose own profile they are allowed to see, and the numbers they see count only those. Someone with a private profile who follows you is never shown to anyone else.

These lists are never shown to search engines.

Share with friends

In **Account** → **Privacy** → **Sharing**, set any part of your account to **Friends** to share it only with people you follow who follow you back. A list can be set to **Friends** on its own page too. See [Privacy and sharing](#).

Notifications

GameDock does not tell you when someone follows you. Your **Followers** list shows who does.

Blocking

Blocking someone ends follows between you, both ways, and neither of you appears in the other's feed or lists while signed in. See [Report or block someone](#).

Following and the feed are part of both plans.

Browse the community

Find lists, reviews, the games people are rating and players to follow, and like the lists you want to keep.

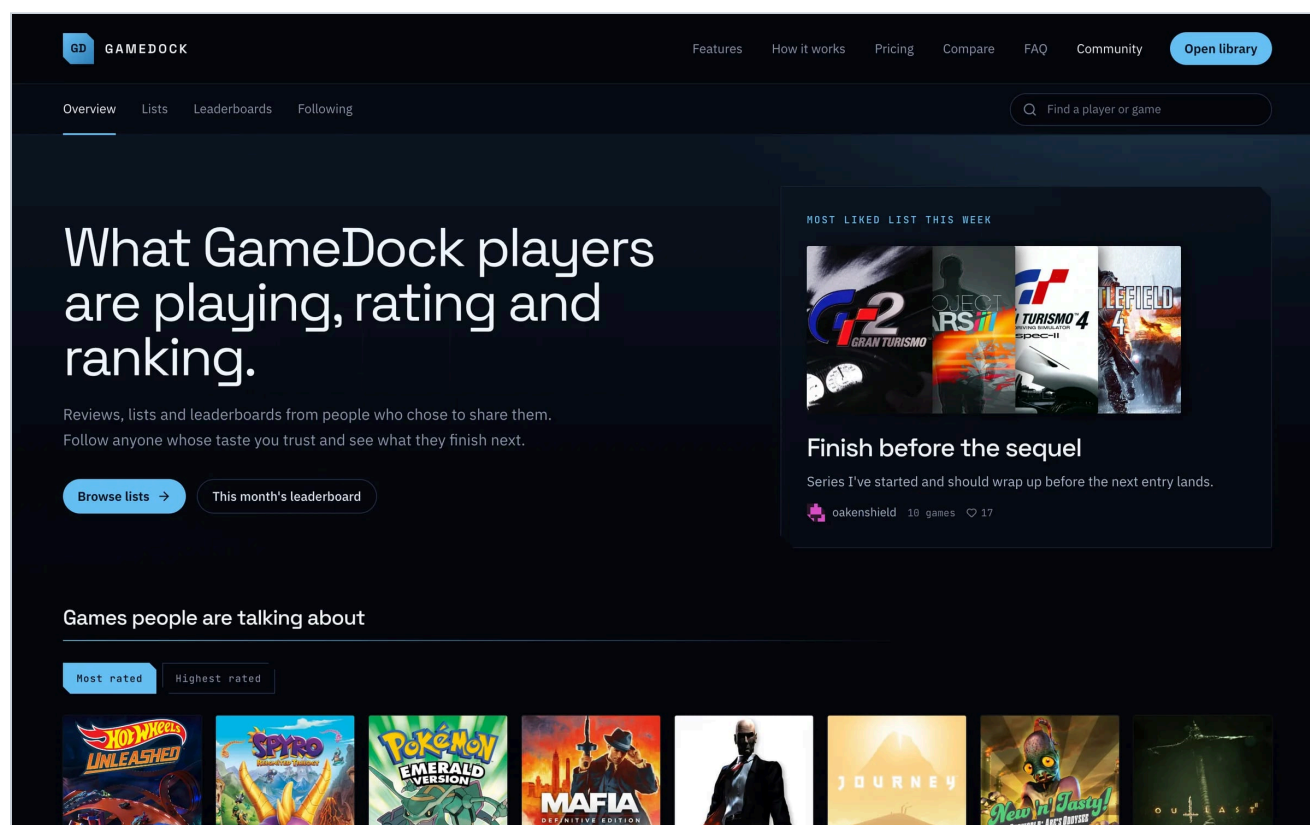
The community is where everything people share on GameDock comes together: the lists they make, the reviews they write, the games they are rating, this month's leaderboards and the players worth following. It sits between the website and your library, at `/community`, and every profile and public game page lives under it.

Anyone can browse the community, signed in or not. Everything in it is only what its owner shares, with the people they share it with.

Open the community

Press **Community** in the sidebar, beside **Feed**, or **Community** at the top of the website. The bar under the top of every community page leads to its parts: **Overview**, **Lists**, **Leaderboards** and, once you are signed in, **Following**, which opens your [feed](#).

The front page



The community's front page

SECTION

WHAT IT SHOWS

Most liked list this week The shared list that picked up the most likes in the last seven days.

Games people are talking about	Most rated shows the games rated most in the last 30 days; Highest rated the best-rated games with at least five public ratings. Each shows its average once it has five ratings.
Popular reviews	The reviews liked most in the last 30 days, with the game and who wrote them.
This month's leaders	The top five on this month's board for everyone, for Achievements or 100% games . See Leaderboards .
Just shared	Lists shared most recently.
Lists worth stealing	The most liked lists.
Players to follow	A few people with public profiles who have been gaining followers, with what they share. Signed in, you can follow them from here.

A section with nothing in it yet is left out.

Find lists

Lists shows every list shared with you, from everyone:

- **Popular** puts the lists liked most lately first.
- **Recently shared** puts the newest first.
- **From people you follow** shows only lists by people you follow. You need to be signed in.

Press **Ranked only** to see only ranked lists, or type a game's name under **Lists with a game** to find lists holding it.

Like a list

Open a list and press the heart under it. Press it again to take the like back. You need to be signed in, and you cannot like your own lists. A list's likes are counted, but nobody is shown who liked it.

Search

Type into the search box in the community's bar. It finds games with a public page whose names contain what you typed. Signed in, it also finds people with a public profile whose username starts with it (at least three letters); signed out, people cannot be searched.

Where things live

The community	/community
Lists	/community/lists

PAGE	ADDRESS
Leaderboards	/community/leaderboards
A profile	/community/user/ followed by the username
A shared list	/community/user/<username>/lists/<list>
A game's public page	/community/game/<game>

Leaderboards

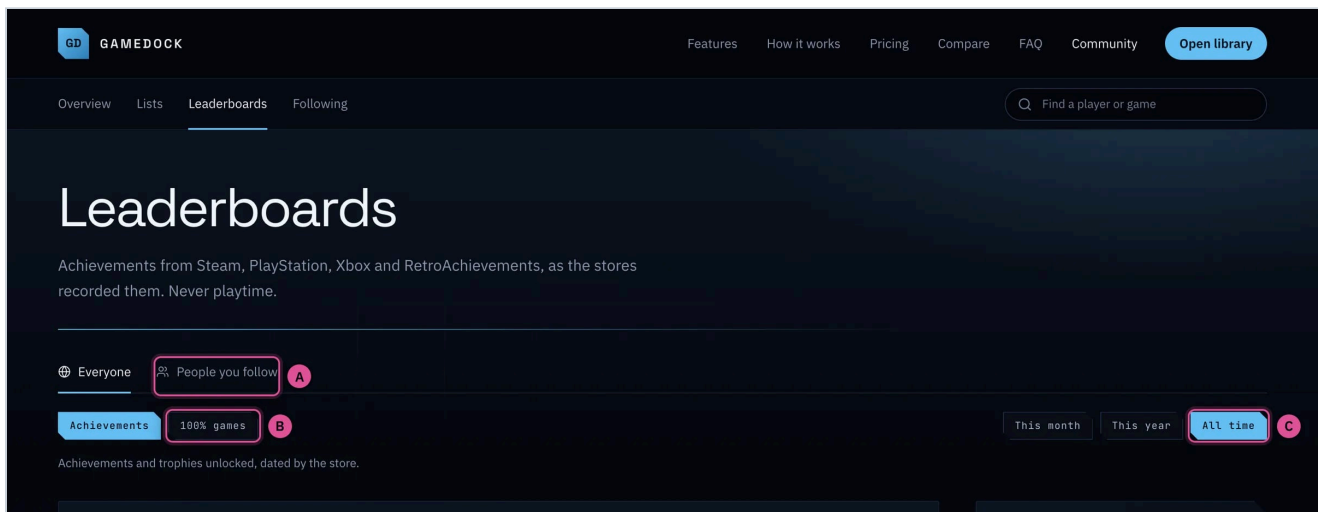
Compare achievements, 100% games and games finished with the people you follow, and appear on the board for everyone if you choose.

Leaderboards rank achievements and games finished, against the people you follow and against everyone who chose to appear. They count what the stores themselves recorded, never how long anyone played.

Anyone can see the board for everyone, signed in or not.

Open the leaderboards

Press **Community** in the sidebar, beside **Feed**, then **Leaderboards** in the community's bar. Choose a board at the top, **Everyone** or **People you follow** **A**, then what to rank **B** and over what time **C**: **This month**, **This year** or **All time**.



Achievements, all time, on the board for everyone

Months and years follow the UTC calendar, and the figures are refreshed every hour.

What is ranked

BOARD	WHAT IT COUNTS	WHERE
Achievements	Achievements and trophies unlocked, on the date the store gives	Everyone, and people you follow
100% games	Games with every achievement unlocked, counted when the last one was	Everyone, and people you follow
Games finished	Games you set to Beaten or Completed	People you follow only
Backlog burn-down	How far your Want to Play pile has shrunk since the month or year began	People you follow only

Only achievements from Steam, PlayStation, Xbox and RetroAchievements count, as those services recorded them. Achievements GameDock Helper read from files on your device, achievements from emulators, and games with more than 1,000 achievements are left out, so nobody can top a board by editing a file. Games finished and backlog burn-down are what you set yourself, so they are only compared among people you follow.

Games you hide from others, games found only on your devices and games GameDock cannot match to IGDB never count. A game you hide leaves your figures at the next hourly refresh.

The people you follow

People you follow shows you and everyone you follow who shares that part of their account with you: **Achievements** for achievements and 100% games, **Library** for games finished and backlog burn-down. It needs no opt-in: it shows only what you could already see on their profiles. Follow people from their profile or from **Find people** on your feed. See [Follow people and see their activity](#).

Appear on the board for everyone

You appear on **Everyone** only when all of these are true:

1. Your **Public profile** and **Achievements** are shared with **Everyone**, in **Account** → **Privacy** → **Sharing**.
2. **Appear on global leaderboards**, under the same settings, is on. It starts off.
3. Your email address is confirmed, you have a username, and your account is at least a week old.

If you are signed in and not on the board, the page lists what is missing. The board shows the top 100, fifty to a page; when you are further down, your own place is shown under the page. Turn **Appear on global leaderboards** off to leave the board straight away.

First to 100%

Each game has its own board of who unlocked all of its achievements first, among everyone on the leaderboards and among the people you follow, on the game's public page. From a game in your library, press **Public page** beside its rating, at the top of its page. See [Public game pages](#).

Blocking

Someone you have blocked, or who has blocked you, never appears on a board you see while signed in. See [Report or block someone](#).

Leaderboards are part of both plans.

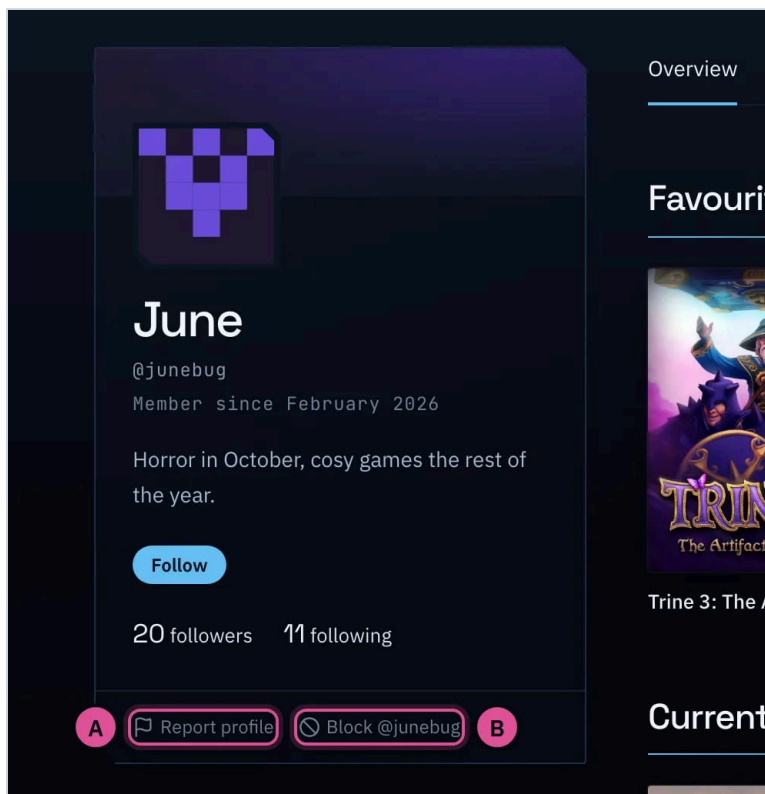
Report or block someone

Tell a moderator about a review, list or profile that breaks the rules, and block an account you want nothing to do with.

Anything another person writes on GameDock (a review, a list, a display name, a bio or a username) can be reported to a moderator, and anyone who is bothering you can be blocked. A person reads every report.

Report something

1. Next to the thing you want to report, press **Report**. On a review it is under the review; on a list, under the list; for someone's name, bio or username, press **Report profile** **A** under their name.



Report profile and Block, under someone's name

2. On a profile, first choose which part you are reporting: their display name, their bio or their username. Then choose what is wrong with it: spam, harassment, hate speech, sexual content, spoilers that are not marked, pretending to be someone else, or something else.
3. Add a note if a moderator should know more (up to 500 characters), and press **Send report**.

The person you report is not told who reported them. GameDock keeps the text as you saw it, so editing it afterwards does not hide what you reported. Reporting the same thing again replaces your earlier report.

You can report without being signed in. If what you are reporting needs a reply (a copyright or legal complaint, say), use the contact form and choose **Someone's content, or a moderation decision** instead.

What a moderator can do

A moderator can hide a review or a list from everyone but its author, mark a review as containing spoilers, remove a display name or bio, make someone choose a new username, or suspend an account. Suspended accounts are hidden from everyone else and cannot publish, like or report anything. The rules everyone agrees to are in the [terms](#).

If a moderator acts on something of yours, you get an email saying what was done and why. You still see a hidden review on its game page, and a hidden list on your Lists page, each marked as hidden. If you think a decision was wrong, write back through the contact form and a person will look at it again.

Block someone

1. Open their profile, and under their name press **Block** followed by their username .
2. Read what blocking does, and press **Block**.

While you are signed in, neither of you sees the other's profile, reviews or lists anywhere on GameDock. Follows between you end, and likes either of you gave the other's reviews are taken back. They are not told.

A block cannot reach pages seen without signing in, so anything either of you shares with everyone can still be read by someone who is not signed in. To keep something from them entirely, share it with fewer people in [Privacy and sharing](#).

Unblock someone

1. Go to **Account** → **Privacy**.
2. Under **Blocked accounts**, press **Unblock** next to them.

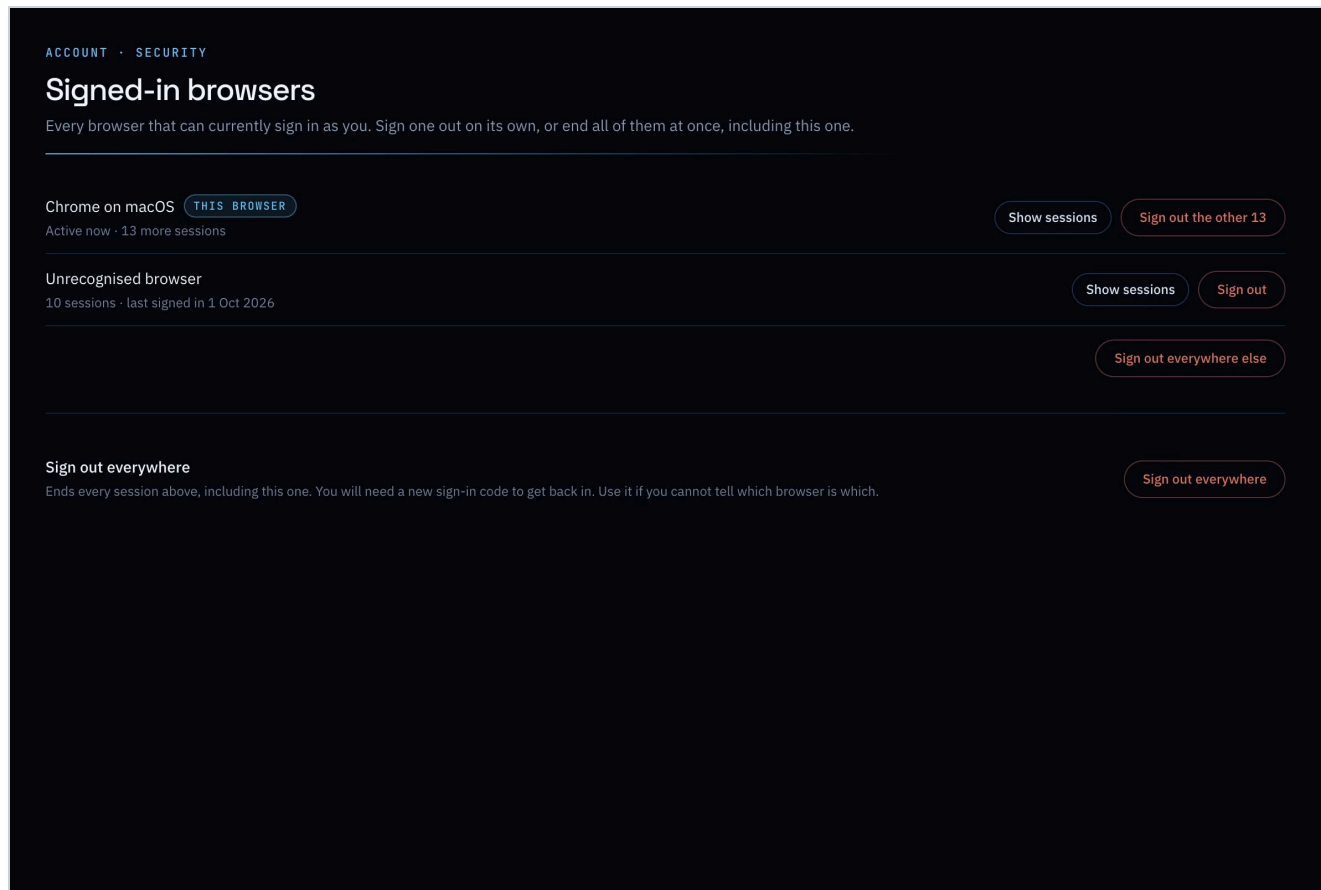
Unblocking does not bring back the follows and likes the block ended.

Reporting and blocking are part of both plans.

Signed-in browsers

See where you are signed in, and sign browsers out.

Account → **Security** lists every browser signed in to your account, grouped by browser, with when and from where. Sign one out if you do not recognise it, or if you have signed in on a computer that is not yours.



Signed-in browsers

Sign one browser out

1. Go to **Account** → **Security**.
2. Press **Sign out** beside the browser.
3. Press **Sign it out** to confirm.

Several sign-ins from the same kind of browser share one row, which says how many there are and when the latest began. **Sign out** on that row signs all of them out at once; **Show sessions** lists them one by one, each with its own **Sign out**.

The browser you are using is marked **This browser**. Its row offers **Sign out the other** sessions of the same kind and leaves this one signed in; signing this one out (from **Show sessions**, or its own **Sign out** when it is alone) takes you back to the sign-in page.

Sign out everywhere else under the list signs out every browser except this one.

Sign out everywhere

If you cannot tell which browser is which, press **Sign out everywhere**, then **Sign out of everything**. Every browser is signed out, including this one, and you need a new sign-in code to get back in. If you have a web API key, it is switched off at the same time; switch it back on from **Account** → **API** when you are ready.

A sign-in lasts 30 days, after which the browser asks for a new code.

GameDock Helper signs in separately and is not listed here. To remove a Helper device, see [Remove or re-link a device](#).

Delete your account

Close your account and everything in it, for good.

You can delete your account yourself, at any time. It happens straight away, and it cannot be undone: there is no waiting period in which to change your mind.

ACCOUNT · DELETE ACCOUNT

Closing your account

Deleting is self-service and immediate. Everything that is yours goes with it; nothing is held back to make you come and ask for it.



Take your data first

Deleting is immediate and cannot be undone. There is no grace period to change your mind in, because holding onto everything for a month would be the opposite of what this page says it does. The export is free on both plans and takes a few seconds.

Export your data

You are on a paid plan. Deleting cancels your Plus subscription straight away, including the 23 July 2027 remainder of the period you have already paid for, which is not refunded. If you would rather use the time you have bought, [cancel from Plan & billing](#) and come back when it lapses.

What goes

Games in your library	525
Achievements and trophies	696
Purchase lines	713
Physical copies	5
Save backups	43 · 76.14 MB
Paired devices	1

Along with your email address, username, preferences, wishlists, price alerts, connected platform tokens, API key and every browser signed in as you

What stays, and why

The shared games catalogue

Cover art, titles, release dates, achievement and trophy lists, series and store metadata describe the games, not you, so a game that first reached GameDock because you owned it stays for everybody else. Nothing in it records that it came from your account.

A billing record, if you have ever paid

The Stripe customer and subscription ids, your email address and the dates. Tax law requires records that explain a transaction to be kept for years after it, and Stripe holds the payments themselves regardless. It contains nothing about your library, and an account that never subscribed leaves no record at all.

Closing your account

Before you do

- [Export your data](#) if you want to keep any of it.
- If you have GameDock Plus, deleting cancels it straight away, and the rest of the period you have paid for is not refunded. To use up the time you have bought, cancel under **Plan & billing** and delete once it ends. See [Plans and billing](#).

Delete your account

1. Go to **Account** → **Delete account**. The page lists what will be deleted.
2. Press **Email me a confirmation code**.
3. Type the code from the email into **Confirmation code**. It works once, for 15 minutes; if it has run out, press **Send a new code**.
4. Type your username into the box below it (**Type** followed by your username **to confirm**).

5. Press **Delete my account permanently**.

You are taken to the sign-in page. Signing in with the same address afterwards starts a new, empty account.

What goes, and what stays

Everything that is yours is deleted: your library, achievements, purchases, physical copies, save backups, paired devices, wishlists and price alerts, your ratings, notes, reviews and lists, your profile and follows, your preferences, your connected store accounts, your API key, and every signed-in browser, along with your email address and username. GameDock emails you once it is done.

Your username is held for 30 days, with nothing linking it to you, so nobody else can take it straight away.

What stays is GameDock's shared catalogue of games (titles, covers and release dates), with no record that any of it came from you. If you ever paid for Plus, a billing record with your email address and payment dates is kept for seven years, as the law requires; if you never paid, nothing is kept.

[Anonymous statistics](#) made before you deleted your account stay too. They are about players as a whole, not about you, and nothing in them can be traced back to you.

If you did not ask for a deletion code and one arrives, someone may be signed in as you, so sign every browser out under **Account** → **Security**.

The GameDock API

Read your own library from your own scripts, with a personal key.

GameDock has a read-only HTTP API scoped to your account. It exists so the library you have spent time assembling is yours to use elsewhere (a Discord bot, a spreadsheet, a stream overlay, a backlog picker) without exporting it first and watching the copy go stale.

It is read-only by design. Nothing under `/api/v1` writes, so a leaked key cannot change, delete or spend anything. The worst case is someone reading what you own, played and paid.

Getting a key

1. Open **Account** in the sidebar, then **API key**.
2. Press **Create key**.
3. Press **Copy**, and paste the key somewhere safe before you press **Done**.

IMPORTANT

The key is shown once, at that moment, and never again. GameDock stores only a hash of it, so there is no screen anywhere that can reveal it later. If you lose it, rotate it.

You have one key, and three things you can do with it:

GD GAMEDOCK

ACCOUNT · API KEY

Your own key

A read-only key so your scripts can read the library you have assembled here. Nothing under the API writes, so the worst a leaked key can do is tell someone what you own.

Access
Switching this off suspends the key without destroying it, so you can stop a runaway script and switch it back on without re-pointing anything at a new secret.

Created 20 Sept 2026, 11:43 pm

Last used 20 Sept 2026, 11:47 pm
Recorded at most once a minute, so it answers "is anything still using this?" rather than counting requests.

Rotate
Issues a new key and stops the current one working immediately. There is no overlap period, so update anything using it straight away.

Revoke
Deletes the key outright. Anything using it stops working, and creating a new one later issues a different secret.

Your plan allows **50 requests a minute**, and reaches every resource: your library, achievements, playtime and purchases, and GameDock's library value, spending summary and merged achievement progress. Purchase history comes back in full.

How to call it: endpoints, paging and the stability promise.

Game data from IGDB. Steam data provided by Valve. GameDock is not affiliated with or endorsed by Valve, Sony Interactive Entertainment, Microsoft, GOG, Epic Games, RetroAchievements or Nintendo. Steam and the Steam logo are trademarks and/or registered trademarks of Valve Corporation in the U.S. and/or other countries.

Account → API key, once a key exists

Access A	Suspends the key without destroying it, so you can stop a misbehaving script and switch it back on afterwards without re-pointing anything.
Rotate B	Mints a new key and stops the old one working immediately, with no overlap period. Confirm with Rotate and invalidate the old key ; the new key is then shown once, as when you created it.
Revoke C	Deletes the key outright. Confirm with Revoke this key . Create a new one whenever you need it.

Last used shows when the key last made a request, updated at most once a minute, so you can tell whether anything still uses it.

Making a request

Send the key as a bearer token. Every response is JSON, and every timestamp is ISO-8601 in UTC with millisecond precision, normalised on the way out, so they sort correctly as plain strings whatever the platform originally reported.

```
curl -H "Authorization: Bearer gdk_..." \
https://gamedock.co/api/v1/library
```

Resources

Every resource answers `GET` only. Your own data (what you own, your achievements on each platform, your playtime and what you paid) answers a key on either plan. What GameDock works out from it (what the library is worth, a reconciled spending summary, and achievement progress merged across platforms) is Plus.

PATH	PLAN	WHAT IT RETURNS
<code>/api/v1</code>	Free	Your plan, your rate limit, how far back history reaches, and every resource's path with whether your plan reaches it. The fastest way to check a key works at all.
<code>/api/v1/library</code>	Free	Every game, paged, with each platform's own achievement counts and your rating. Games you hid are left out, as they are from your library.
<code>/api/v1/library/{slug}</code>	Free	One game, with per-copy detail.
<code>/api/v1/achievements</code>	Free	Your recent unlocks, newest first.
<code>/api/v1/achievements/{slug}</code>	Free	One game's full list, split by the source that awarded each.
<code>/api/v1/playtime</code>	Free	Total and per-source minutes, most-played first.
<code>/api/v1/value/purchases</code>	Free	The cross-storefront ledger of what you paid, one row per order.

PATH	PLAN	WHAT IT RETURNS
<code>/api/v1/progress</code>	Plus	Each game's achievement progress merged across platforms, paged, for the games that have achievements.
<code>/api/v1/spending</code>	Plus	What you have spent, split into games, everything, non-game and wallet top-ups, in your display currency.
<code>/api/v1/value</code>	Plus	What the library is worth now, and its history.

Every resource has one shape, whatever your plan: a plan decides which resources answer you, never which fields come back. A resource your plan does not reach answers `403` with `reason: plus_required`.

Identifiers, not catalogue content

The API returns your own data (what you own, your achievements, your playtime, your ratings, what you paid) and, on Plus, what GameDock works out from it. It does not return artwork, descriptions, release dates, time-to-beat, review or critic scores, or what a game sells for today. Those belong to IGDB, the stores and the price services, whose terms do not let GameDock pass them on. A purchase line's `listCents` is different: it is the list price your own receipt recorded, not a store's current price.

Each game carries `igdbId` instead, whenever GameDock has matched it to IGDB, so you can look any of that up at the source under your own agreement with it. Achievements carry no icon for the same reason; fetch trophy and achievement art from the platform that awarded it if you need it.

Reading the fields

`source` is one namespace across every resource, so it is safe to join on, but which keys appear depends on what the resource is describing:

- A game's sources are where you own it: `steam`, `psn`, `xbox`, `lutris`, `heroic`, `physical`, `retroachievements` and the emulator keys.
- The achievement resources say where the achievements came from. That adds `standalone` (files a standalone PC game wrote on your own machine, for a game you own elsewhere) and `epic`, and omits any source that awards none. An achievement source you do not recognise from the library is normal, not a mismatch.

GOG and Epic have their own field. A storefront entitlement is a receipt rather than a play record, so it never produces a `sources` entry; `storeSources` carries those, on both the list and the detail. Read the two together for everything you own a game on.

A game's `playStatus` is one of `playing`, `want_to_play`, `beaten`, `completed`, `shelved` or `abandoned`: the status you set, or the one GameDock worked out from your play when you have not. It is never null. See [Play status and hiding games](#) for what each means and which ones GameDock works out.

A game's `rating` is your own rating in stars, from `0.5` to `5` in half steps, or `null` when you have not rated it. Your notes on a game are never in the API: they are private, and reach only its page and your export. See [Rate games and keep notes](#).

`platformLabel` is display copy for people: it can name several platforms at once ("PC, Xbox One, Xbox Series") and its wording may change, so never parse or switch on it. `source` is the key.

A game's achievements on `/api/v1/library` lists each platform's own counts (`source` , `earned` and `total`) for every copy with an achievement list, unmerged: an achievement two platforms share appears under both. `/api/v1/progress` (Plus) merges them into one, as the game's page in GameDock does: an achievement two platforms share counts once, and counts as earned if you unlocked it on either. Lists that belong to different games, such as a RetroAchievements set beside a remaster's, add together instead. `sets` tells you how many platforms' lists went in, and `best` gives the single platform you are furthest through.

Where a game's achievements arrive in several sets (a remastered trilogy, a cross-generation PlayStation title), `/api/v1/achievements/{slug}` returns one entry per set, each with the same flat `source` plus `setId` and `setTitle`.

Paging

List resources take `limit` (up to 500, default 100) and `offset` , and return `items` alongside `total` , `limit` and `offset` so you can page without probing for the end. The achievement feed takes `limit` only.

TIP

Ask for `limit=500` rather than letting it default to 100. The rate limit is counted in requests, not rows, so a 500-game library costs one request instead of five.

On the purchase ledger, `total` is the paging count: every order the endpoint will serve. The totals over those orders are `/api/v1/spending` (Plus), and each of its scopes is named: `games` (the headline), `everything` , `nonGame` and `wallet` . So the ledger's `total` and `games.orders` differ and are both correct. Spending amounts are converted into your display currency (`currency`) at the European Central Bank reference rate, and each scope carries `approximate` and `uncoveredOrders` so you can tell when that conversion is in play.

Limits

PLAN	REQUESTS PER MINUTE	REACHES	PURCHASES
Free	5	Library, achievements, playtime and purchases	The last 12 months
Plus	50	Everything, adding progress, spending and value	Everything

A missing, wrong, revoked or switched-off key answers `401` , the same in every case. Going over answers `429` with a `Retry-After` header, and a refused `403` counts toward the limit like any other request. History windows apply here exactly as they do in GameDock: on the free plan the purchase ledger stops at twelve months, so the API never shows you something the app would not. `/api/v1` reports the window as `history.windowDays` , or `null` when there is none. The library, achievements and playtime are not history and are never cut short.

Read the limit as a pace, not a budget. Nothing here changes between syncs, and syncs are hours apart, so requesting faster returns the same bytes twice. Fetch on a schedule that matches your own sync cadence and cache what you get. The window is fixed rather than sliding: the count starts at your first

request and the whole allowance comes back a minute later. The discovery document at `/api/v1` spends a request like any other resource, so read it once at startup rather than before each call.

Stability

v1 is a contract. Fields get added, never removed or repurposed. If a shape has to change incompatibly it will be `/api/v2`, and v1 will keep answering. The one exception was made before launch: on 27 September 2026 `playStatus` went from four values (`playing`, `backlog`, `finished`, `dropped`) to the six above, in place. Store the numeric `id` rather than the slug when you need a durable reference to a game: slugs follow titles, and titles get corrected.

PART 8

Help

What to do when something is not working, and what GameDock's words mean.

Troubleshooting

Find the message or problem you are seeing, and what to do about it.

Find what you are seeing below. Most problems come down to one of three things: the Companion is not reaching a page, a store has signed you out, or a device is switched off.

Signing in

WHAT YOU SEE	WHAT TO DO
No email arrives	Wait a minute and check your spam or junk folder, then check the address for typos and send a new code. See Create your account and sign in .
Invalid or expired code	A code lasts about ten minutes and works once. Send a new one.
Too many incorrect attempts. Request a new code.	Send a new code, and type it carefully.
Too many attempts. Try again later.	Wait a quarter of an hour, then send a new code.
Too many codes requested...	Wait a while (at most an hour) before asking for another code.
Verification challenge failed	Reload the sign-in page and try again, with any script-blocking extension turned off for GameDock.

GameDock Companion

WHAT YOU SEE	WHAT TO DO
GameDock Companion is not loaded on this page, or ...extension did not respond	Check the Companion is installed and switched on in <code>chrome://extensions</code> , then reload the GameDock page. See Install GameDock Companion .
Steam isn't switched on for this browser (or another store)	Click the Companion's icon in Chrome's toolbar and switch the store on under Sources .
A store's switch keeps turning itself off	In <code>chrome://extensions</code> , open Details for GameDock Companion and check Site access allows the store's website.
Refresh connections is greyed out	This browser has no Companion, or it is switched off. See the first row.
Nothing to sync from background sync	Background sync covers Steam, Epic Games and PlayStation purchases. Switch at least one of them on under Sources .
Background sync timed out, or Tab closed before the sync finished	Leave the background GameDock tab open until it finishes, or sync by hand from Settings → Sync .

A background sync is already running

Wait for it to finish; the toolbar icon shows ⋮ while it runs.

Stores and syncing

A store shows **Needs attention**

The message beside it says what is wrong, usually a sign-in that has run out. See [Fix a connection that needs attention](#).

Steam games have no achievements

Your Steam profile's game details are private. See [Steam achievements on a private profile](#).

Steam purchases have no prices

Sign in to Steam Help as well as the Steam store. See [Steam](#).

You've used today's store and catalogue sync.

On the free plan, Steam's library, prices and wishlist can be synced by hand once in any 24 hours. One that failed can be run again the same day. They still sync on their own each day.

Too many sync requests recently.

Wait a few minutes.

Not signed in to playstation.com

Sign in on the tab that opened, then press **Sync PlayStation** again.

Not signed in to Epic Games

Sign in at epicgames.com in Chrome, then sync Epic Games again.

Xbox · Library and achievements failed keeps coming back

Usually Microsoft's sign-in has run out. See [Xbox](#).

Your PlayStation sign-in has expired

Sign in at playstation.com in Chrome, press **Refresh connection** beside the warning, then sync PlayStation.

Your library

The same game appears twice, or two games are joined wrongly

See [Fix duplicate games](#).

A game has the wrong name or cover

See [Rename a game or change its artwork](#).

A game says its achievements *haven't been checked yet*

GameDock is still fetching them. Playing the game moves it to the front of the queue.

GameDock Helper and your device

WHAT YOU SEE

WHAT TO DO

Device offline	Switch the device on and start GameDock Helper. To keep it running, see Keep the Helper running .
Device limit reached	Your plan's devices are all in use. Remove one under Settings → Devices . See Remove or re-link a device .
No GameDock account exists yet in the Helper	Sign in on the GameDock website first, then sign in to the Helper with the same address.
The Helper went back to its sign-in screen and says the device was removed	Someone pressed Revoke beside it under Settings → Devices . Sign in again to link it back. See Remove or re-link a device .
Lutris or emulator games are missing	Switch on Scan this source for them under Game folders in the Helper, then sync GameDock Helper . See Set up GameDock Helper .
Migration unavailable	Moving games needs at least two connected storage locations with Use as target on.

Plan limits

Messages that begin **Free accounts can...**, or end **...is a GameDock Plus feature**, mean you have reached a limit of the free plan. [Plans and billing](#) lists them all.

Still stuck

Write to us through the [contact form](#), or email support@gamedock.co, with what you were doing and the message you saw. A billing question, a correction to your data or anything else goes the same way, and if you are signed in when you use the form, it tells us which account you mean.

Glossary

The words GameDock uses, and what it means by them.

The words GameDock uses, and what it means by them.

Your library

WORD	MEANING
Achievement	Something a game awards you for doing it, called a trophy on PlayStation. A game you have on several platforms counts each platform's set, added together.
Beaten	A play status: you have finished the main story or goal. Different from Completed , which means everything you meant to do. See Play status .
Join	Showing several entries (the same game on different platforms, say) as one card in your library. Undoing it deletes nothing.
Play status	Playing, Want to play, Beaten, Completed, Shelved or Abandoned. One you set yourself wins; otherwise it is worked out from what you play: completed once every achievement is earned, playing after 15 minutes or more in a week within the last four weeks, shelved when started but not played in the last four weeks, and want to play otherwise. Beaten and Abandoned are only ever set by you.
PS Plus	A game claimed through a PlayStation Plus subscription. Playable while you subscribe, but not owned outright.
Series	A franchise: every game in it, in order, including the ones you do not own.
Shelved	A play status: a game you have put down for now and mean to come back to. Different from Abandoned , which means stopped for good. See Play status .
Want to play	A play status: games you own but have not really started. See Play status .

Stores and syncing

WORD	MEANING
Background sync	The Companion syncing the parts only a browser can read (Steam purchases, DLC and private-profile achievements, Epic Games and PlayStation purchases) on a timer. Switched on with Run automatically in its popup.
Companion	GameDock Companion, the Chrome extension that reads your store accounts through your own browser, without GameDock ever storing your store sign-ins.
Needs attention	A source that is connected but needs you to do something, usually sign in again. Settings → Sync lists each one under Needs you .
Refresh connections	The button on Settings → Sync that reads your store sign-ins from this browser and links the accounts it finds. It links; it does not sync.

WORD	MEANING
Source	A store or service connected to GameDock: Steam, PlayStation, Xbox, RetroAchievements, GOG or Epic Games, plus GameDock Helper for your Linux device.
Sync	Fetching the latest from a source. Most run on their own; you can also run them by hand.
Digest	The daily email summarising what changed in your library. Part of GameDock Plus.

Prices and purchases

WORD	MEANING
Alert	A target price you set on a wishlisted game, and the message that it has reached it. Shown in GameDock, not emailed.
Target price	The price you would pay for a wishlisted game.
Match queue	Steam purchase lines waiting for you to confirm which game each paid for.
Free include	A game or add-on that came free with one you paid for. It is recorded at no cost, so what you paid stays with the paid game.
Retail / CD key	A Steam game activated with a product key bought elsewhere. Steam does not know what you paid, so you enter it.

Your device

WORD	MEANING
Helper	GameDock Helper, the Linux app that lets GameDock see and manage the games on the machine you play on.
Device	A Linux computer or handheld running GameDock Helper and paired to your account.
Storage location	A drive or network share on your device that games can be installed on and moved between.
Collection	A group of games in Steam, or a category in Lutris, on your device. Not the same as a Series .